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ISSUE 117
JUNE 2002

£3.15

RESIDENT EVIL

EXCLUSIVE UK PLAY! The nightmare begins inside...



HOT NINTENDO NEWS

GAMECUBE PRICE DROP

NINTENDO COMES OUT FIGHTING

OFFICIAL UK REVIEW

SUPER SMASH BROS. MELEE

'TODAY I CRUSHED MARIO, DK, LINK... AND PIKACHU!'

12 PAGE ESSENTIAL STAR WARS TIPS GUIDE

PLUS! NBA Courtside 2002, Extreme-G3, The Simpsons Road Rage, Dark Summit, Donald Duck Quack Attack, Spy Hunter and Legends of Wrestling



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PlayStation®2



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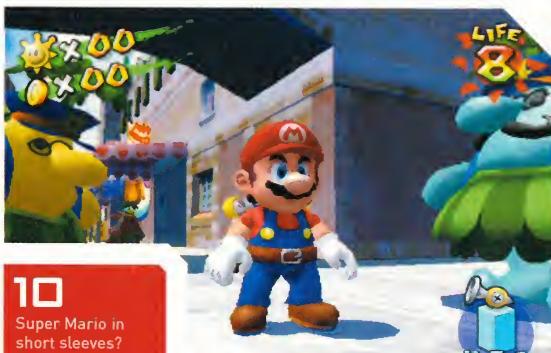
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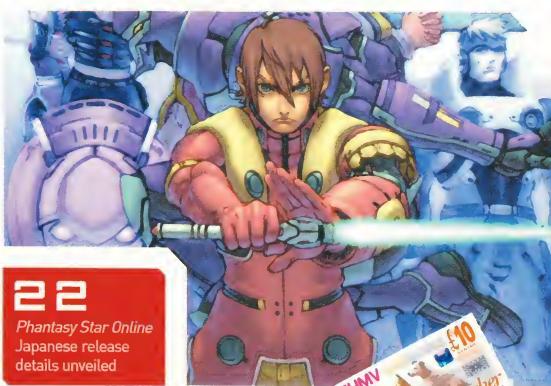
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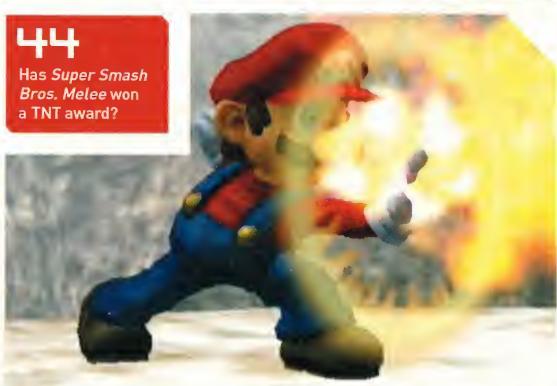
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win all this cool stuff

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Meet the team

MEET THE PEOPLE WHO MAKE NINTENDO
OFFICIAL MAGAZINE SO BLOODY GREAT



So you've got your GameCube, then? Finished *Luigi's Mansion* yet? If you have then fair play to you. But if like me you thought that Luigi's adventure was over a little too quickly and you want something else to terrify you, just wait until you see the next GameCube quest involving a spooky mansion...

This issue we've managed to bag the first ever English language play of *Resident Evil* on the GameCube, two weeks before its release in the US. Rest assured that this is a true UK scoop and not written from an imported Japanese copy. The gory action starts on page 32 where you'll be able to feel the fear, just as we did when we first clapped eyes on the most astonishing GameCube title to appear so far in the console's short life.

Resident Evil is not ideal material for younger gamers, but older players will love this gore-soaked game and other mature future releases such as *Eternal Darkness*. *Resident Evil* is not just about blasting zombies to pieces. It also has unrivalled atmosphere and tension, and the fact that it's exclusive to GameCube makes it all the more exciting.

But what else have we got for you this issue? Well, the GameCube classics just keep on coming and the jewels in Nintendo's crown this month are *Super Smash Bros. Melee* and *NBA Courtside 2002*. Other reviews this issue include *The Simpsons Road Rage*, *Legends of Wrestling* and *Extreme-G 3*.

Don't forget that our *Nintendo GameCube Official Collector's Magazine* is still available to buy in the shops priced £3.95, and our new web site is now running at www.nintendomagazine.co.uk.



Tim Street

Tim Street, Editor

RICHARD MARSH,
DEPUTY EDITOR



If I were a
Simpsons
character, I'd
be... Homer

Favourite games
this month...

- *Super Smash Bros. Melee*
- *ISS2*
- *Extreme-G 3*

DOMINIC WINT,
STAFF WRITER



If I were a
Simpsons
character, I'd
be... Barney

Favourite games
this month...

- *ISS2*
- *Resident Evil*
- *Goldeneye 007*
- *Tony Hawk's 3*

MICHAEL JACKSON,
TIPS EDITOR



If I were a
Simpsons
character, I'd
be... Bart

Favourite games
this month...

- *Super Smash Bros. Melee*
- *Rogue Squadron II*
- *Pikmin*

MARK SOMMER,
ART EDITOR



If I were a
Simpsons
character, I'd be...
Groundskeeper
Willie

Favourite games
this month...

- *ISS2*
- *Resident Evil*
- *Wailaae Country Club Golf*

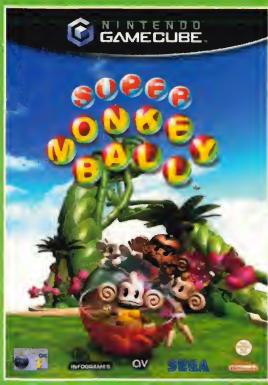
SUPER MONKE BALLY

"IF YOU CAN ONLY AFFORD ONE GAME, THIS IS THE ONE TO GET HOLD OF!"

9.2/10 - CUBE



HEY PARTY ANIMALS!

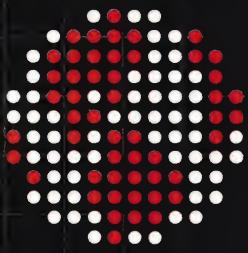


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PLANET NINTENDO

ALL THE LATEST AND BEST NINTENDO NEWS

PRICE DROP • GAMECUBE • OUT NOW

NINTENDO DROPS THE PRICE OF GAMECUBE TO £130

EUROPEAN PLAYERS ARE THE WINNERS AS NINTENDO OFFERS THE LOWEST EVER PRICE FOR A NEW GAMES CONSOLE

Nintendo caught everyone off guard when it announced a new, lower price for GameCube on 22 April. Rather than sticking with the previously-announced £150 price point, the company has decided to launch its new gaming powerhouse at £130. This is the lowest price ever for a console debut in the UK, and proof of Nintendo's ambition to make GameCube a smash hit.

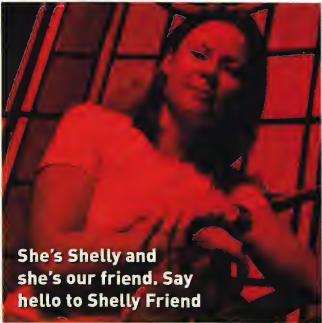
It seems as if Nintendo is prepared to make GameCube a success at any cost, launching the console at a price which many industry pundits thought would be impossible. Now gamers

can pick up a GameCube and Game Boy Advance for under £200, which is incredible value in anyone's language and proof that Nintendo wants to give European gamers the best possible deal.

Anyone who's pre-ordered a GameCube at the original price needn't worry as they will only have to pay £130 when they come to pick up their new console.

Many games retailers think that the dramatic price drop will now bring GameCube to the mass market and make Nintendo's new console a huge success. now





She's Shelly and
she's our friend. Say
hello to Shelly Friend

Q&A WITH SHELLY FRIEND

■ Head of PR and Marketing
for Nintendo of Europe

Q: Tell us Nintendo's reasons for the recent price drop.

A: We wanted to offer games players the best possible price at launch. As we've reached our target of four million GameCube shipments across Japan and the US, this means that we can now get the console components cheaper because we've reached mass production. Of course, this allows us to make GameCube cheaper. We wanted to make sure that consumers benefited from the situation, and all this has enabled us to bring the price down. This means that, from day one, you'll be able to walk into a games store and get value for money. But most importantly we've also got over 20 software titles on day one, which is more than anyone has ever come to the market with.

Q: Is the price drop anything to do with the fact that European gamers feel left out while Japanese and American players have been playing GameCube for months?

A: No, I think the key factor in the price drop is making sure that GameCube is as cheap as possible on launch day. It's the cheapest price for a console launch ever. We all know how annoying it is when you buy something – a PC, for example – only to see it drop to almost half the price within a couple of months. Nintendo didn't want to be in that situation.

NINTENDO BY NUMBERS

Calling all trivia fiends. This is the only place to get Nintendo facts and figures which you can use to astound your mates.

1,000,000

The number of Game Boy Advance consoles sold in the UK since the handheld's debut in June last year.

4,000,000

The total number of GameCubes sold in Japan and the US so far.

\$841,000,000

Nintendo's company profits for last year.

19

The day in July when *Super Mario Sunshine* is released in Japan.

9

How many months it took to make *Star Wars Rogue Leader Rogue Squadron II*.

1993

The year in which Nintendo recorded the 100 millionth sale of a *Super Mario* game.

5,585,000

The massive number of Umbreons needed to stretch from London to New York.

485

MHz clock frequency of the GameCube.



This is the first time that Mario's been allowed out in short sleeves. Standards at Nintendo must be slipping...

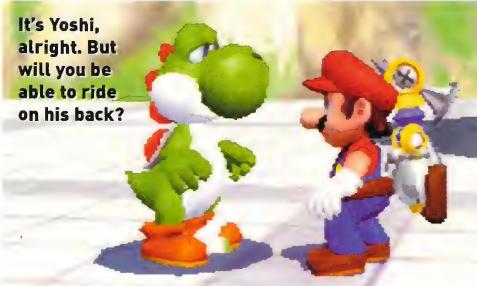
SUPER MARIO SUNSHINE • GAMECUBE • OUT LATE 2002

SUNNY DELIGHT

NINTENDO RELEASES FRESH SUNSHINE SHOTS, A WEB SITE AND YOSHI... IT'S ALL TOO MUCH!

Next month we'll be hitting you with our initial impressions of *Super Mario Sunshine*, but in the meantime we've got some new shots which include an image of Yoshi and Mario balancing on a power cable.

One thing that's apparent is the sheer scale of the locations, with views that go on forever.



We're not sure what role Yoshi will play in the adventure but it's great to see the lil' fella. And let's hope that Mario can ride him this time...

Another nugget of information suggests that the name of the island which Mario explores is Dol-Pic. We don't know if the game is set on one or more islands or if Dol-Pic is the name of a single location or a group of areas, but you can expect most of the Japanese names to change for the adventure's Western release.

As things stand we have more questions than answers, but rest assured that we'll have much more solid information once next month's E3 video games show is underway in the US.

In the meantime, readers with access to the Internet should check out Nintendo's *Super Mario Sunshine* site at www.nintendo.co.jp/ngc/sms for more information. However, please bear in mind that this web site is Japanese.



□ Mario takes a tricky short cut across the level, but will he find coins to collect in the windmills?



□ Our hero has slipped but, like Super Mario 64, he can hang on by the tips of his fingers

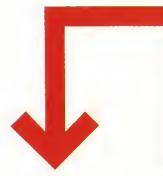


□ The sense of scale is amazing. Mario ponders his next move as the waves soak his clumpy shoes



CLASSIC CHARACTER

A BRIEF HISTORY OF BOWSER



1985



Super Mario Bros. was Bowser's first attempt to invade the Mushroom Kingdom and it involved a plan to turn the citizens into stone. Princess Peach was the only one who could save the day, and it was up to Super Mario to rescue her from Bowser's castle.

1991



Super Mario World is regarded as one of Mario's best quests and it sees him challenging Bowser who has stolen some dinosaur eggs and hidden them in seven castles. Finding the eggs means exploring 74 areas full of Bowser's minions.

1996



The 64-bit era saw Bowser looking better than ever. Needless to say, Mario had to save Peach in this adventure as she'd been kidnapped by Bowser again. Players had to enter portals to travel to new worlds and complete the adventure.

2002



Bowser will probably appear in Super Mario Sunshine, but in the meantime gamers can control him in Super Smash Bros. Melee, the sequel to the original Nintendo 64 hit. In this game he looks better than ever.

NINTENDO GIBBERISH

This month we've managed to uncover some dodgy dialect from the director of the classic cartoon racing game, *Mario Kart 64*. The main man behind the Nintendo 64's timeless smash hit, Hideki Konno, tells us what we already know about the game. What a guy he is!

"When we were designing *Mario Kart 64* for the Nintendo 64, we wanted it to feel as if the player is controlling an RC car. If you play this game and get this feeling, then we will be happy because we accomplished our goal."



It looks like Wolverine has forgotten his basic super hero training – always watch your back

WOLVERINE'S REVENGE • GAMECUBE • OUT 2003

WOLVERINE'S REVENGE

SHARPEN YOUR CLAWS AS WOLVERINE SLASHES HIS WAY ONTO THE GAMECUBE

Ace developers, Gene Pool, are bringing *Wolverine's Revenge* to GameCube; a third person action adventure which is due for release next year to coincide with the eagerly anticipated *X-Men* movie sequel.

Wolverine's Revenge isn't a film tie-in. Instead, the developers have written a completely original storyline which combines elements of the forthcoming movie with features from the classic Wolverine comics.

Wolverine discovers that he's been implanted with a virus which is destroying him from the inside. The only people who can save our hairy hero are the scientists who created him in the first place, and so Wolverine heads back to the laboratory to ask for their help. However, when the world's most popular X-Man arrives at the lab he discovers a conspiracy which is much larger than he imagined.

The combat system is still in its infant stages but some of the fighting moves already looked spectacular in the early version we played. Using Wolverine's special moves is dependant on the location of your enemies and

how many there are, meaning that you'll occasionally get the chance to unleash an attack which can defeat three or four rivals in a single strike.

Visually, the attention to detail on the characters means that *Wolverine's Revenge* has a rugged feel, much in keeping with the style of the comics.

There will also be special cameo appearances from other X-Men in the game, with Wolverine's friends coming to his aid during boss battles. In one scene we saw Wolverine was fighting Juggernaut at the end of a level and, when our hero had almost defeated the boss, his mate Colossus appeared to deliver a fierce finishing move.



□ Our hairy hero could really do with a shave



□ Wolverine will have to try harder to be victorious in this game



□ Big men running away. All part of the fun in *Wolverine's Revenge*

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and all good independent toy & hobby shops



BEACH SPIKERS • GAMECUBE • OUT LATE 2002

Sega bringing Beach Spikers to GameCube

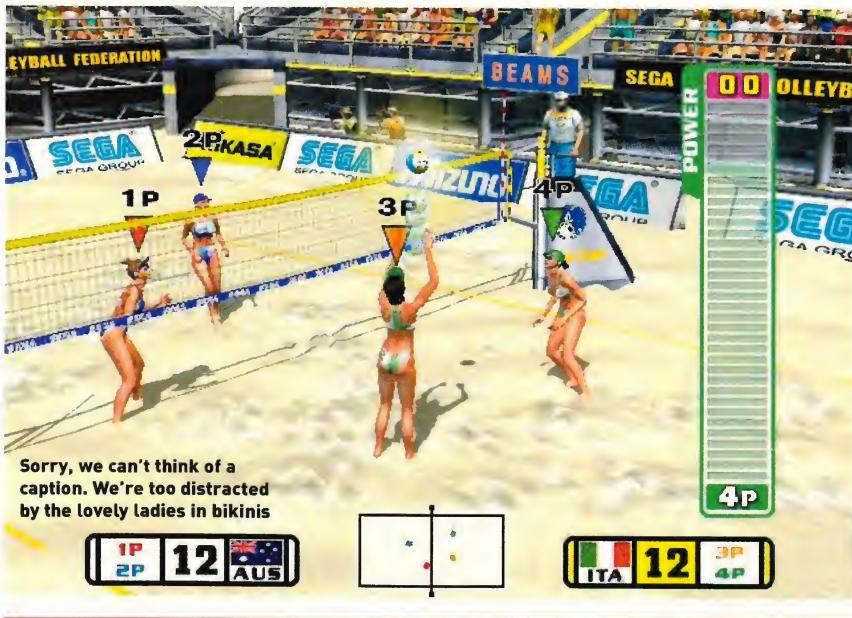
Another GameCube title is on the way courtesy of Sega and Nintendo's new-found friendship, this time from Japanese developer Amusement Vision 2. *Beach Spikers* is an arcade volleyball sim and the GameCube edition looks identical to its coin-op cousin, with sun-drenched visuals and players which are as detailed as any *Virtua Fighter* combatant.

Visually *Beach Spikers* certainly cuts the mustard but, as countless coin-op conversions have shown over the years, being good in the arcades doesn't necessarily mean that the title will work

on a home console. Sensibly, the *Beach Spikers* developers are working hard to give the game replay value by loading it with a variety of gameplay modes for both solo sessions and head-to-head contests.

The options include a World Tour mode which gives Spikers the chance to pick a player and a computer-controlled partner and challenge the volleyball elite on some of the finest beaches in the world.

Players will also be able to customise their players with a selection of costumes, sunglasses, faces and bodies – everything you need to make a perfect beach mate.



ROCKY • GAMECUBE • LATE 2002

RISING UP, UP FROM THE STREETS...

SYLVESTER STALLONE TO ROCK GAMECUBE



□ You'll get the chance to fight Rocky Balboa's biggest rivals

□ Sylvester Stallone's definitive movie persona is coming to the GameCube.

Rocky will give players the chance to go toe-to-toe with many of Balboa's opponents including Apollo Creed, Clubber Lang and Tommy Gunn.

The game will contain a wealth of options – including a tournament mode and several multiplayer options – along with realistic graphics.



Jango's two-gun action would be at home in a John Woo movie



Boba's dad has loads of guns up his sleeves



Who'd be foolish enough to tackle Jango?



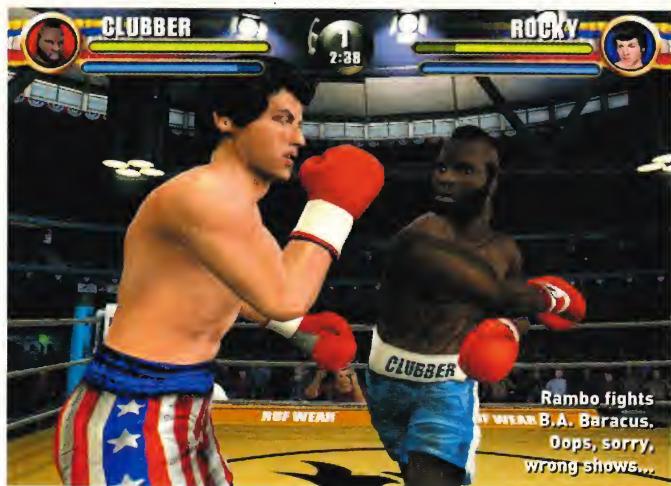
The hidden flamethrower must be a Fett family tradition

STAR WARS BOUNTY HUNTER • GAMECUBE • LATE 2002

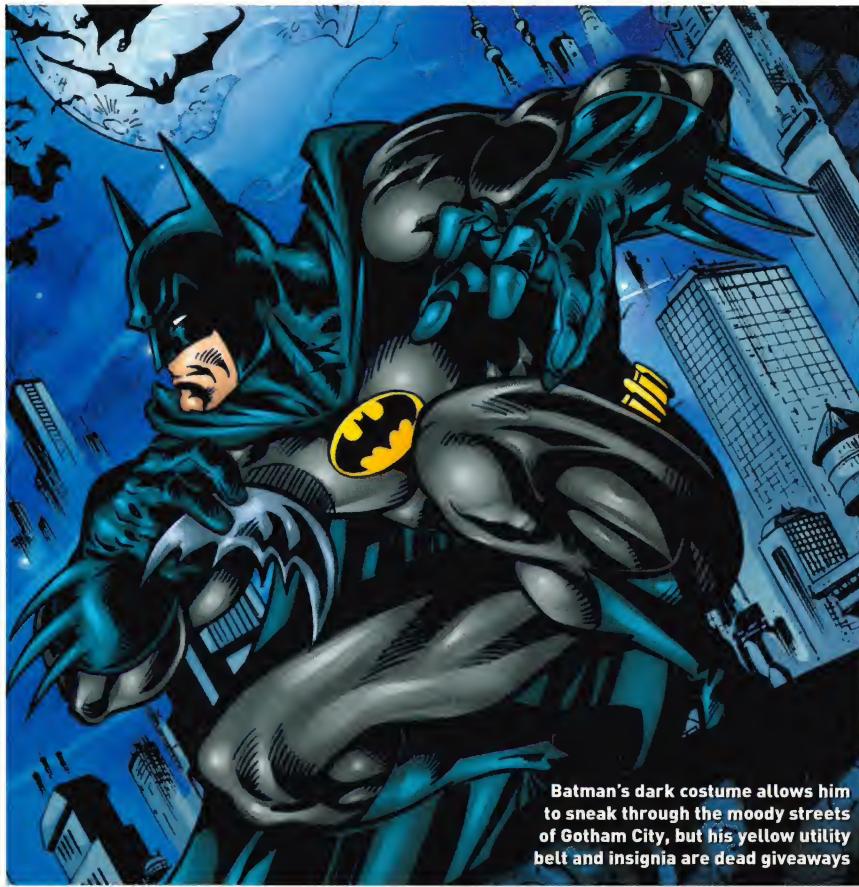
SEE THE 'CUBE BOUNTY HUNTER TRAILER TODAY

□ Last month we broke the news that another *Star Wars* title is in the works.

Developed by LucasArts, *Star Wars Bounty Hunter* follows the adventures of Jango Fett – the legendary bounty hunter and father of Boba – as he trawls through a murky world of intrigue, double-crossing and deadly cults. LucasArts has posted a teaser trailer at www.lucasarts.com.



Rambo fights B.A. Baracus. Oops, sorry, wrong show...



Batman's dark costume allows him to sneak through the moody streets of Gotham City, but his yellow utility belt and insignia are dead giveaways

BATMAN: DARK TOMORROW • GAMECUBE • OUT 2003

PREPARE FOR A DARK TOMORROW

FRESH DETAILS ON THE D.C. COMICS-SCRIPTED BATMAN ADVENTURE



Kemco has broken its self-enforced silence to release new details on its forthcoming GameCube title, *Batman: Dark Tomorrow*. Based on the D.C. Comics' incarnation of the caped crusader, the makers are promising a game which is packed to the rafters with familiar faces and gloomy Gotham City locations, all delivered in D.C. Comics' trademark dark and gothic style.

The story centres on the disappearance of Commissioner Gordon and Batman's

struggle to find the police chief and halt the crime wave which is sweeping Gotham City.

Expect a roll call of famous Batman baddies including Poison Ivy, The Joker, Mr. Freeze, The Riddler and Black Mask.

Batman will be aided as always by his trusty utility belt which is packed with crime-busting gizmos, along with some of his legendary vehicles such as the Batmobile.

Kemco is describing the game as a third person adventure with stealth elements, hand-to-hand combat and puzzle solving.



Batman is cornered by the bad guys



Let's hope this adventure is better than *Batman: Vengeance*. That game sucks

Q&A

Takafumi Yuki, producer of *Batman: Dark Tomorrow*



Q: What level of input did D.C. Comics have in this GameCube project?

A: D.C. Comics was involved in every aspect of the production. The approval process is strict because of Batman's long and successful history. I have great respect for the comic heritage and I think that we've been able to re-create the true Batman style. *Batman: Dark Tomorrow* is an interpretation of the comics in a three dimensional world, and I believe we have created a true comic book style in 3D.

Q: How has your Hollywood design firm helped to create the game's unique look?

A: I have put together a first class team including people who worked on the last *Batman* film. In order to achieve a high quality game we required experienced, talented artists.

Q: What kind of moves can Batman use?

A: *Batman: Dark Tomorrow* features punch and kick attacks and it also has many fighting moves which are a little hush-hush at the moment. You'll have to wait and see!

Q: Tell us about Batman's gadgets and how they're used in the game?

A: It'll spoil the fun if I answer this... just play the game and find out for yourself!

Q: Will players be able to take control of Batman's vehicles, such as the Batmobile?

A: Players will be able to get behind the wheel of various vehicles in the game, but I'm not going to tell you which ones.



DRAGON BALL Z: LEGEND OF GOKU • GAME BOY ADVANCE • SUMMER 2002

DRAGON BALL Z: LEGEND OF GOKU

DRAGON BALL Z IS A CULT CARTOON SERIES WHICH IS JUST BEGGING TO BE MADE INTO A ZELDA-STYLE GB ADVANCE QUEST, AND THIS IS OUR LUCKY DAY.



GOKU

Goku is a tough-as-nails martial arts expert. He's a fearsome opponent, especially when using his fighting stick. Goku's also famous for his tail and ability to fly.



RADDITZ

Radditz came to our planet to find his brother, Goku, who was supposed to be destroying Earth. Finding out that Goku had become a normal human made Radditz angry.



Life as a *Dragon Ball Z* fan is getting better by the day. The new television series has just kicked off on the Cartoon Network and, at long last, the lid has been partially lifted on *Dragon Ball Z: Legend of Goku* for Game Boy Advance.

The game has been in development for what seems like an eternity, making it one of the most eagerly anticipated handheld adventures for years. And it seems as if the makers have granted fans their wish and created a quest which takes inspiration from classic 16-bit adventure games such as *The Legend of Zelda: A Link to the Past* on Nintendo's Super NES console.

Although *Dragon Ball Z*'s gaming style may have been borrowed from proven classics, the characters, locations and history of the game are entirely in keeping with the cartoon world. All the rivalries and alliances remain true, and the makers have included many situations, encounters and events which fans will recognise.

The story follows the fortunes of *Dragon Ball Z* star, Goku, as he attempts to find his son, Gohan. It turns out that the young lad has been kidnapped by Goku's arch enemy, Radditz, in an attempt to make our hero use his mighty powers for evil purposes. Fans of the television series may also be surprised to learn that Piccolo will be helping Goku in this dramatic quest.

Legend of Goku is played from a top-down perspective, and from what we've seen so far the gameplay primarily focuses on interacting with the people and creatures you meet along the way.

Other tasks in the game will include building character stats, completing side quests and old fashioned battles which are controlled using a non-fuss attack system based around the GBA's two face buttons. While **A** dishes out close range attacks, **B** unleashes special moves which can be chosen by using the **SELECT** button. Expect a full playtest in a future issue of *NOM*.

Resident Evil 0

AS IF TO PROVE THAT YOU CAN NEVER HAVE ENOUGH ZOMBIE SLAYING ON ONE CONSOLE, HERE COMES FRESH NEWS ON CAPCOM'S *RESIDENT EVIL 0*.

Originally destined for release on the Nintendo 64, *Resident Evil 0* missed the boat and promptly went missing in action before resurfacing recently as a GameCube project.

When Capcom decided that Nintendo would be the exclusive home for its terrifying survival horror games, the company also revealed that the series' prequel is coming along nicely and should be in Japanese shops this summer, hot on the heels of the first *Resident Evil* remake. Expect it to arrive in the UK towards the end of the year.

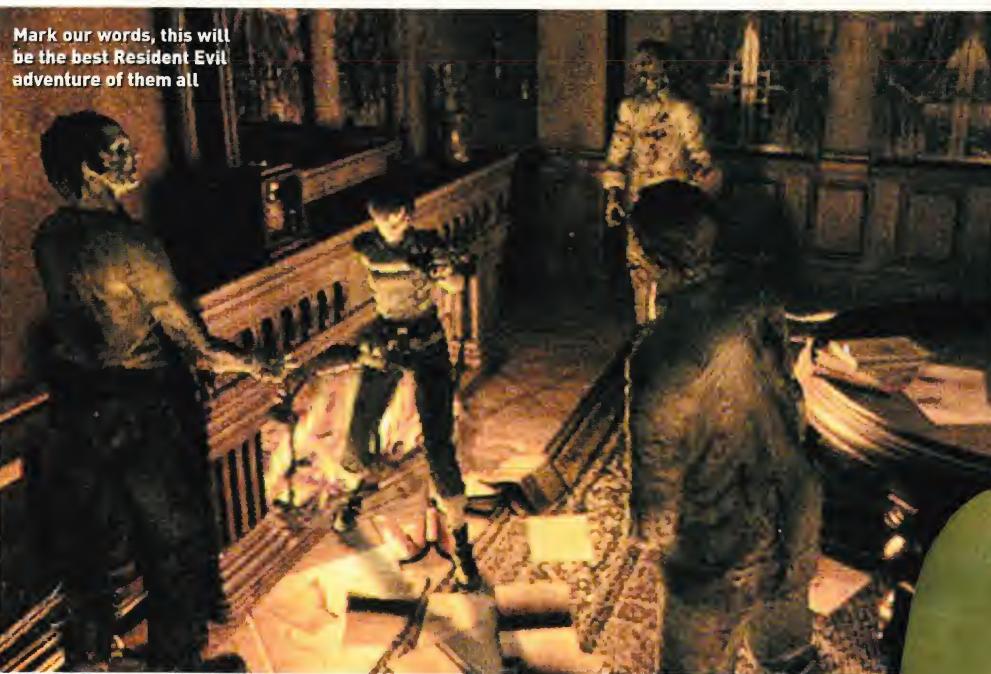
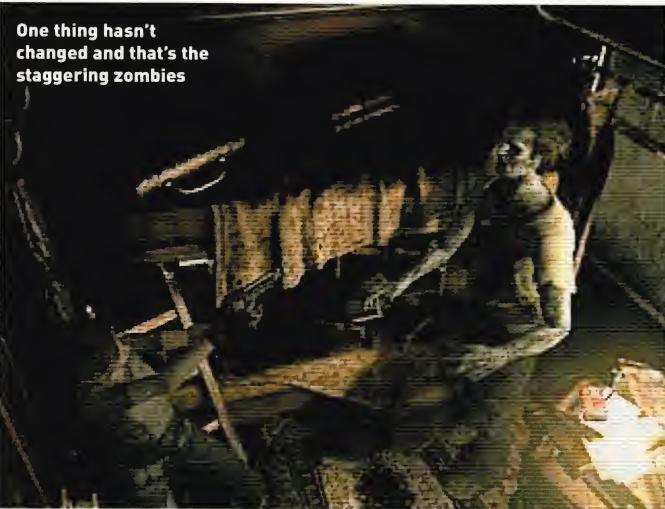
This is great news for GameCube players because *Resident Evil 0* shares the same good looks and visual flair as the other survival horror game which is currently occupying pages 32 to 40 of this magazine. Aside from similar graphics this *Resident Evil* adventure

boasts crucial differences over its gory cousin, most notably the option to swap between two characters as you play.

The first character available in *Resident Evil 0* is the S.T.A.R.S. Bravo team member, Rebecca Chambers, and the second is a brand new zombie mashing hero called Billy Cohen.

The ability to swap between heroes will open up new ways to play as each character has strengths and weaknesses which players must exploit to defeat the zombies and solve puzzles.

Another change is the removal of the chests which have been used in all *Resident Evil* games so far to store weapons, ammo and items. This time items can be dropped on the ground, allowing players to return and pick them up at their leisure.





CASTLEVANIA: WHITE NIGHT CONCERTO • GAME BOY ADVANCE • OUT LATE 2002

Castlevania: White Night Concerto



Following on from last year's *Symphony of the Night* comes news of a fresh *Castlevania* quest for the GBA.

The latest adventure is set 50 years after the previous GBA quest and stars a character called Simon.

Interestingly, the makers have hinted that Dracula might not be the final boss in this game.

New features include a system which allows you to combine weapons with magic. The game will be released in Japan this summer.



Dracula may not be the final boss, but there are plenty of other monsters to mash in *Castlevania*



Simon isn't the most dramatic name for a swashbuckling hero



Simon's going to need a bigger whip to take down this massive monster



PLAY THAT FUNKY MUSIC

How about a Nintendo tone to make your mobile phone stand out from the crowd?

This month we have the ever-so-catchy theme from *Luigi's Mansion*, supplied by our great mate Johnny Minkley at computerandvideogames.com.

This terrifying Nintendo tune will only work on a Nokia phone with a ring tone composer, and remember to set the tempo to 225 for the best results.

Next month, the haunting theme to *Pikmin*



8E2, 8-, 8E2, 8-, 8E2,
8-, 4E2, 4-, 4C2, 4E2,
4#D2, 4-, 4B1, 4-, 2-, 2-,
4-, 8D2, 8-, 8D2, 8-,
8D2, 8-, 4D2, 4-, 4B2,
4D2, 4C2, 2-, 4A1, 4B1,
4-, 4E1, 2-

NEXT MONTH

This month we ask you...

“ARE THERE TOO MANY GAMES BEING MADE BASED ON FILMS AND TV SERIES?”

IF YOUR ANSWER IS YES
SEND YOUR E-MAILS TO:
Nompoll-one@emap.com

IF YOUR ANSWER IS NO
SEND YOUR E-MAILS TO:
Nompoll-two@emap.com

Remember to include any relevant comments

YOUR VOTE

NOM POLL

Last month we asked you...

“ARE YOU PLEASED THAT THE FINAL FANTASY SERIES IS COMING BACK TO NINTENDO?”



YES, WE'RE PLEASED

86% VOTES

“I'm very glad to see that *Final Fantasy* is coming back to Nintendo.

Most of the games in the series are excellent, with intelligent plots and gorgeous graphics. The more *FF* games we get, the better.”

David Todhunter

NO, WE'RE NOT HAPPY

14% VOTES

“I really hate *Final Fantasy* games and I am not willing to try and like them. I hate the views, I hate the graphics and I hate the gameplay.”

Richard Hayward

This month we ask you...

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X-MEN: NEXT DIMENSION • GAMECUBE • OUT AUTUMN 2002

THE X FACTOR

BRAND NEW X-MEN GAME WILL TAKE YOU TO THE NEXT DIMENSION

X-Men aficionados are in for a real treat this month. As well as the action adventure *Wolverine's Revenge* which you can read about on page 12, Activision is also giving comic book fans the opportunity to control their colourful heroes in a dramatic one-on-one fighting game.

X-Men: Next Dimension on the GameCube attempts to recreate the most famous super hero battles from the comic books, using as many over-the-top special moves as possible. Each of the eight battle arenas is composed of between two and five different areas, enabling you to punch, kick or throw your opponent into completely new sections and continue the scrap.

There will be 24 characters to use in the game, including secret fighters who must be unlocked. Each of the mutants will also have three different costumes in their wardrobe including their current togs, classic comic book outfits and completely original threads which have been designed specially for this game.

Because each mutant has a special ability you won't be restricted to punches and kicks. For example, the character Phoenix who's famous for her fire and mental attacks will be able to use her telekinetic abilities to levitate objects and throw them at her opponents.

Because the levels are fully 3D evasive manoeuvres are just as important as attacks, and it's wonderful to watch two skilled players as they spring around the stages, avoiding each other's strikes. The game also uses many rising attacks where players strike their

opponents from a crouching position, meaning that fighters have to be constantly on their guard.

X-Men: Next Dimension has a unique visual style all of its own – with crisp, colourful arenas and beautifully animated fighters – and the version we saw ran at an impressive rate. With any luck, we should be able to bring you a bigger preview in a future issue.



Nightcrawler likes to poke his enemies with a long bamboo stick



Nightcrawler is a mean fighter, but his high heels look a little camp



Each arena is composed of various areas, so you can knock your opponents into completely new rooms



Each character has three different costumes, including Wolverine's cheesy comic book look



Avoid the human mutants if you want to clear your good name

MINORITY REPORT • GAME BOY ADVANCE • OUT AUTUMN 2002

Cruise control

TOM CRUISE'S FORTHCOMING SUMMER BLOCKBUSTER COMES TO GAME BOY ADVANCE IN A BLAST OF COLOUR

Welcome to the future. In this brave new world the Pre-Crime government division uses powerful technology to see into the future and arrest murderers before they commit their crimes. John Anderton is a member of this division but he finds himself accused of a Pre-Crime and is forced to go on the run to clear his good name.

Minority Report is an action shooter which is based directly on the forthcoming blockbuster which features Tom Cruise as John Anderton. In the adventure you have to help the hero overturn his wrongful conviction in an exciting quest which mixes action sequences and loads of shooting. The Pre-Crime division employs hideous mutated humans to track down potential murderers, and John has to make sure he uses his weapons to keep them at bay.

The game begins with John Anderton going about his daily business at the Pre-Crime division and stopping murders. However, half way through the game he realises that he's now the one who's being hunted. Loads of the cool, futuristic weapons used in the movie will be available in the game, including compression guns which use sonic force instead of bullets to stun enemies and gel guns which immobilise foes. Both the film and game feature non-lethal weapons as the storyline focuses on catching Pre-Crime offenders rather than killing them, meaning that the adventure is a novel take on standard action shooters.

There will also be a GameCube version of *Minority Report* which follows the same storyline and we should have updates on both versions in next month's *NOM*.



When John discovers that he's in trouble, all he can do is run away



The action is fast and colourful, just what you want from a GBA game



□ The game features loads of shooting sequences, but few of the guns will kill your enemies



□ Most of the action features heavy firepower, but there are also loads of brain-taxing puzzles to solve



The future looks like a dangerous place



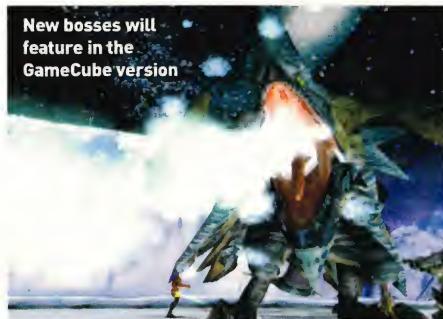
PHANTASY STAR ONLINE EPISODE 1 AND 2 • GAMECUBE • OUT OCTOBER

PHANTASY STAR ONLINE: JAPANESE RELEASE DETAILS REVEALED

SPECIAL BUNDLE AND KEYBOARD TO HERALD PSO'S ARRIVAL



It's hard to believe that *PSO* is an online game



New bosses will feature in the GameCube version



The battles in this RPG aren't turn-based. Instead, you have to hack and slash your enemies



No matter what sort of games you enjoy, Nintendo's new console is the place to be. If you're a solo gamer, titles such as *Luigi's Mansion* will have you glued to your television. If you want to sample multiplayer skirmishes, look no further than *Wave Race* or *Super Smash Bros. Melee*. And if you want to share your amazing adventures with other players from across the globe, the GameCube's got that covered, too.

Phantasy Star Online Episode 1 and 2 is likely to hit UK GameCubes this October and Sega has announced its strategy for releasing the game in Japan this summer.

The Japanese edition will launch at the same time as the GameCube Modem Adapter and a special *PSO* bundle will be released which allows players to pick up the 56k modem and game for around £50.

A free trial version of *PSO* will also be available in the Far East which gives players an opportunity to sample the delights of online GameCube adventuring and try the Nintendo-exclusive split screen multiplayer

mode. However, the *Phantasy Star Online* trial edition will not feature an offline single player quest which is a useful option if you want to build an unbeatable character.

Originally a Dreamcast hit, *PSO* is a futuristic RPG where you create a character from scratch and attempt to solve an intergalactic mystery. Fighting monsters is vital if you want to win experience points to make your hero stronger, as is interacting with other people to trade items and form powerful alliances.

The characters you can create belong to different races – Human, Newman or Android – and these groups are divided into fighting classes: Hunter, Ranger and Force. Hunters are specialists in close-range combat while Rangers prefer to tackle their enemies with shotguns and other weapons. Force class characters are magicians but, as they're weak, they tend to stay away from trouble and tackle enemies from a distance with their devastating spells.

All the Dreamcast characters will feature in the Nintendo version, along with two new fighting classes. The new heroes include a male human Force and a female Hunter android and they're both exclusive to GameCube, as are two of the missions found in the adventure.

No firm details on the UK release of *Phantasy Star Online Episode 1 and 2* are available at the moment, but we'll bring you news as soon as we get it.

IT'S GOOD TO TALK

The best thing about *Phantasy Star Online* is that you can chat to the other three people in your battle squad as you play the adventure online. In fact, *PSO* is more like an enhanced Internet chat room where you can gas with your mates and mash monsters at the same time.

To make best use of *PSO*'s communication features, the Japanese company ASCII is producing a special controller. This strange device is much like a standard GameCube pad but with a full size keyboard in the centre which players can use to convey messages. Rude words aren't allowed though, as *PSO* features a special censoring system which blanks out profanities.

Players can also communicate using cute icons which represent emotions such as anger, joy and frustration. Various icons are included in the game, but players are also given the chance to create their own using a selection of words, speech bubbles and coloured shapes.





GAUNTLET: DARK LEGACY • GAMECUBE • SUMMER 2002

GAMECUBE ATTACKED BY HACK AND SLASH KING

CLASSIC ARCADE SLASH-A-THON CUTS A PATH TO NINTENDO'S GAMECUBE

Gauntlet games have appeared on just about every home console since its arcade debut in the 1980s. Now the celebrated hack-and-slash fantasy adventure is ready to bring its brand of nonstop bloodshed to GameCube, mixing old skool arcade thrills with updated graphics and gameplay.

Although *Dark Legacy* is still a *Gauntlet* game, the makers claim that this is the deepest and most complete version yet – but, hey, they would say that! What we do know is that the magic system has been improved, with many more spells to use. There are also new power ups which are exclusive to the GameCube version, as well as much

more complex levels to explore. However, *Gauntlet* fans will be pleased to hear that the endless procession of zombies and ghoulish creatures to slay remains unchanged, with little in the way of brain taxing puzzles to slow down the medieval carnage.

As always, players get to choose one of eight characters to tackle the massive quest, the heroes including a wizard, archer, dwarf, knight, jester, sorceress, valkyrie and warrior.

The coders have been careful to ensure that the cast of characters is well balanced – each hero having strengths and weaknesses which keeps the brutal action on a level playing field – and this is essential for taking part in the four player mode which is *Gauntlet*'s most attractive feature by far.

NINTENDO GIBBERISH

Dave Dienstbier – the creator of *Turok: Dinosaur Hunter* on the Nintendo 64 and producer of *Turok Evolution* on the GameCube – struggles to keep his composure when speaking about next generation console gaming.

"We are currently on the brink of what will become quite possibly the most exciting and revolutionary era video games have ever seen."



■ The Super NES will go down in history as one of Nintendo's best

IN THIS YEAR...

Back in 1990, Nintendo released *Super Mario Bros. 3* to its adoring public. The game went on to shift an incredible 15 million copies worldwide, making it the biggest selling title in video game history.

In this year, Nintendo also unveiled the Super NES – the company's answer to Sega's 16-bit Mega Drive – along with *Pilotwings*, Nintendo's first foray into 3D gaming.



■ *Super Mario Bros. 3* was one of the best adventures on Nintendo's NES console and one of Mario's toughest quests



POKÉMON ADVANCE • GAME BOY ADVANCE • OUT LATE 2002

Pokémon Advance battle screens revealed

CREATURES GO HEAD-TO-HEAD IN LATEST SHOTS FROM NINTENDO'S MONSTER SEQUEL

It'll be a long time before you get your hands on the next portable *Pokémon* quest, but Nintendo has revealed more screen shots of its mammoth Game Boy Advance adventure in action.

The new screens show various *Pokémon* facing each other in battle. These shots don't look much different to the fighting screens seen in the original Game Boy *Pokémon* titles, aside from large circles under the creatures which make the scenes look more like something from *Pokémon Stadium* on the N64.

But even though the battle screens appear largely unchanged, you can expect the fighting animations to be much better in this GBA update. The colourful creatures will actually move this time when you order them to unleash attacks, and their devastating moves will also be visible on the GBA screen.

Other shots from *Pokémon Advance* show the fearless heroes mooching around various locations from the sprawling game world. Again these screen shots are reminiscent of previous *Pokémon* classics. The scenes include a town complete with a Poké Centre and Poké Mart and a twisting underground dungeon.

It also appears that players will be able to choose between boy and girl Trainers in a similar way to *Pokémon Crystal* on the Game Boy Color.



□ Trainers still appear to unleash their *Pokémon*. This beast looks like a pre-evolution of Wobbuffet



□ The blue mouse *Pokémon* is likely to be the pre-evolutionary form of Marill. He's a cutie, alright



□ The Poké Centres and Marts are back, but they look much more colourful this time

EVOLUTION WORLDS • GAME CUBE • OUT LATE 2002

You say you want an Evolution

BRAND NEW GAMECUBE RPG STRUTS ITS STUFF

□ As the new *Legend of Zelda* quest isn't likely to arrive on British shores until next year, GameCube fans are going to need a swashbuckling fantasy adventure to fill the RPG void. And that's where Ubi Soft's *Evolution Worlds* comes in.

Evolution Worlds is a sequel to the massive Dreamcast adventures *Evolution: The World of Sacred Device* and *Evolution 2: Far Off Promise* which appeared on Sega's beleaguered console over the last couple of years.

The story focuses on a young boy called Mag whose family is able to use the Cyframe technology found in mysterious machines which were left behind by an ancient civilisation.

Evolution Worlds is an RPG in the classic mould, with dozens of dungeons to explore, treasures to steal and turn-based battles to wage. However, the GameCube version is set to build on the popular Dreamcast editions with improved analogue control and loads of new voice samples.



□ *Evolution Worlds* will be an ideal adventure for fans of traditional RPG such as *The Legend of Zelda* series

QUESTION

Name the playing cards Nintendo made in the late 1800s



Flapping his legs furiously, Matt Hoffman foolishly believed that he could fly.

MATT HOFFMAN'S PRO BMX 2 • GAME BOY ADVANCE • OUT LATE SUMMER 2002

THE RIDE OF YOUR LIFE

ACTIVISION ANNOUNCES MATT HOFFMAN'S PRO BMX 2 FOR THE GAME BOY ADVANCE

If you're a fan of extreme sports, hold on tight for an exclusive look at *Matt Hoffman's Pro BMX 2* on the Game Boy Advance. Currently pencilled-in for a late summer 2002 release, the game is already a massive improvement over the original title which appeared last year, even though it's still some way from completion.

The main game is based on a road trip which the developers and riders from the game actually made themselves and re-creates it on the handheld machine. To win you have to travel across America,

testing your tricks at various famous locations, trying to complete each stage and gain Road Trip points to open brand new levels. There will be a total of 11 bikers in the game, including the original seven from the first game along with some new stars who have recently emerged on the BMX scene.

Matt Hoffman's Pro BMX 2 on the Game Boy Advance is played from a side-on perspective rather than a traditional isometric view, allowing players to get a better feel for the tricks and rack up combos a lot easier.

New moves have also been added to this edition including power slides, Grinds and the excellent Manuals which help you link tricks and jumps together into impressive combos.

The control system remains the same as in the first *Hoffman's* game, but there will be an ambitious multiplayer aspect to this title which allows four players to go head-to-head using a single Game Boy Advance console and one *Pro BMX 2* cartridge. In addition, there will also be dedicated link up games.

The title is shaping up well and we hope to bring you more news soon.



Each stage is set in a famous American location



The side-on perspective makes it easier for players to pull off incredible tricks and dangerous stunts



Front Manual
You need to see the animation to appreciate how good this game looks



This time you don't pilot a ship which looks more like a white training shoe

DEFENDER • GAMECUBE • SUMMER 2002

Defender

□ Midway is raiding its gaming vaults to bring GameCube owners an entirely new take on *Defender*, the classic space blaster which set arcades alight in the 1980s.

Visually GameCube *Defender* is as far removed from the original shoot 'em up as you could imagine, but the story retreads the familiar plot of ridding the solar system of an army of alien invaders.

The game features six spaceships, from bombers to fighters, and many different missions spread across the galaxy. What sounds interesting is the two player co-operative mode, especially if it features strategic elements as the coders claim.



□ The alien ships look better, but they're still tough



□ Let's hope the humans don't look like white skittles

READY TO GET RETRO

DESIGN A T SHIRT FOR JOYSTICK JUNKIES AND YOU COULD EARN A FEW QUID INTO THE BARGAIN

Joystick Junkies design and produce an extremely cool range of clothes which is inspired by the company's passion for retro and next generation gaming. And the good news is that Joystick Junkies wants *NOM* readers to design a games-related T Shirt for its upcoming autumn collection.

Joystick Junkies doesn't mind how your fabulous creations are submitted – you can e-mail your entry, post it or even scribble your design on a napkin. Just make sure that you don't use copyrighted images or names, meaning that shirts showing Mario, Link and other Nintendo heroes are strictly forbidden. To give you an idea of what's required, the *NOM* design team has come up with a T Shirt of their own.

The ten best designs will be shown in next month's issue and it'll be up to you to vote for the best one. The winner will see their design in shops the length and breadth of the UK, and beyond. If that wasn't enough, the winner will receive ten of their T Shirts plus 10% of the net profits from sales of shirts bearing their design. Nine runners up will each receive a Joystick Junkies T Shirt of their choice. Good luck, *NOM* readers, and do us



The *NOM* designers reckon this design is cool. We wouldn't wear it, though

proud. For further info and downloadable templates, go to www.joystickjunkies.com

Send entries to:

Nintendo Official Magazine T Shirt Compo,
Joystick Junkies,
765-767 Harrow Road
London NW10 5NY

Or E-mail:

Tshirts@joystickjunkies.com

Closing date for entries: 18 June



All the Joystick Junkies T Shirts are cool and stylish

ANSWER

Nintendo made these Hanafunda playing cards from 1889 onwards...



... after the company was established by Fusajiro Yamauchi in Kyoto, Japan

Terms and Conditions: Please note, designs including copyrighted material will not be accepted. The competition closes on 18 June 2002. Judge's decision is final. Allow 28 days for delivery. The winning designer will receive 10% of net receipts on income from the sales of merchandise bearing their design. Payments are made quarterly from all receipts that quarter. *Nintendo Official Magazine* and Joystick Junkies' decision is final, and neither party will enter into correspondence.



FOOT IN THE DOOR

INDUSTRY

Each month we'll be taking a look at a job in the video games industry to find out what it involves and how you can get in on the action.



■ Name: Harvey Elliott
■ Job: Head of UK Studios, Acclaim Entertainment

Q: How did you start in the games industry?
A: I've always been interested in video games. When I was younger I set up a business with my brother and we ran an independent games retailer. It got a bit competitive though, so we decided to close one of the stores and I went on and found something else to do. I had a friend who was working at Acclaim and she told me that they needed someone like me, so I applied and the rest is history!

Q: What does your present role involve and what are the best and worst aspects of your job?
A: I'm in charge of Acclaim's Cheltenham studio so I oversee the teams for each of our four games that are currently in development. The best aspect has to be the rewarding feeling when you see one of your games on the shelves, in the charts and the media coverage that they generate. The worst aspects are the test and approval processes we have to go through when the game is almost complete, barring a few elusive bugs.

Q: What training would you advise people take if they want a career like yours?
A: There isn't a formula that you can follow. A lot of it is being in the right place at the right time, and making the right decisions along the way. That said there are things you can do to prepare yourself – good education in a relevant field is important, as is making sure you stay up-to-date with the industry. One of the hardest things we have to do is look at games early in their development and see their true potential. Don't be afraid of making hard decisions and pushing to get the best.



□ It's hard to believe that *V-Rally 3* is running on a handheld console. It's the GBA's best looking racer



□ Would you get in a car driven by a magic glove?



□ The sky changes colour to show the time of day



□ There will be loads of realistic cars to try



□ This looks better than the PlayStation edition

V-RALLY 3 • GB ADVANCE • OUT JULY 2002

Zoom, zoom, zoom

HERE COMES *V-RALLY 3*, A GAME WHICH PUSHES ITS CARS ALMOST AS HARD AS IT PUSHES THE GBA

The Game Boy Advance may still be in its infancy, but not a month passes without a title coming along which makes us wonder how the coders managed to pull so many dazzling tricks out of such a tiny machine.

This month *V-Rally 3* is the game which has our jaws hitting the floor, and we've had the pleasure of playing an early version over the last few weeks.

V-Rally 3 doesn't deviate from the formula established by previous games in the series, instead serving up three traditional single player modes which

include the long haul of *V-Rally* Life for drivers who want to join the rally circuit and trash a few cars. *V-Rally Cross*, on the other hand, is a race against four other drivers, while *Time Trial* is a challenge to beat your individual best. These options are also joined by a head-to-head mode.

But it's the graphics which make us most excited. This is the smoothest and most detailed racer ever seen on GBA, with graphics not unlike an early N64 game. The visual impact is further enhanced by camera angles inside and outside the car and a respectable turn of speed.



DRAGON'S LAIR 3D • GAMECUBE • OUT AUTUMN 2002

Enter the lair

1980S ARCADE CLASSIC, *DRAGON'S LAIR*, GETS THE 3D GAMECUBE TREATMENT

Dragon's Lair was one of the most original and downright pretty arcade games of the early 1980s, and now it's being given a chance to shine again on Nintendo's GameCube in a complete remake which follows the original plot.

Playing as Dirk the Daring, players are taken to a mysterious fantasy world packed with dark castles, spectacular magic, damsels in distress and fearsome dragons. To save the day and complete the game, dashing Dirk has to rescue a pretty young maiden, Daphne, who's been kidnapped by an evil dragon called Singe.

Dragon's Lair 3D uses cel shaded graphics – in a similar way to the GameCube *Zelda* adventure – which create a visual style that's much like the original laser disc game but with an enhanced level of detail, both for the characters and the 17 different levels.

Dirk himself has a new set of moves which allow him to crouch, run, somersault, climb, roll, swing, push and lift, making him much more versatile than his arcade cousin. The game is also said to feature plenty of puzzles and over 30 different types of beast to slay.



□ Dirk had better put the gold down if he wants to defend himself against that knight



□ Players will have full control over Dirk, rather than simply choosing directions



□ The cel shaded graphics are just as cool as those in the laser disc arcade game



The cars are lush and the backgrounds look just like the real world.

MERCEDES-BENZ WORLD RACING • GAMECUBE • OUT AUTUMN 2002

MERCEDES-BENZ WORLD RACING

□ With the cheapest Merc costing nearly 15 grand, *Mercedes-Benz World Racing* on the GameCube will be the only opportunity most of us get to thrash a top-of-the-range racing car.

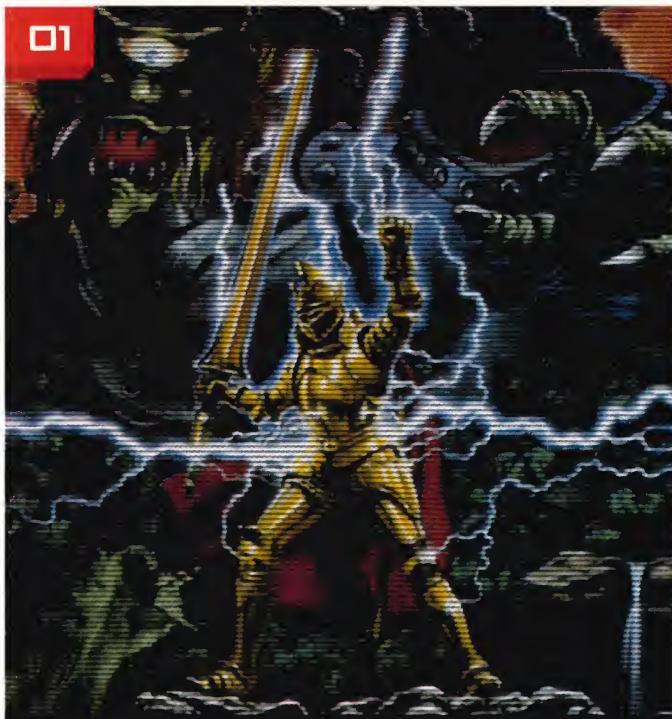
This German-developed racing game will give petrol heads a chance to race the current line-up of Mercs, along with many classic motors from the company's illustrious history.

So far the game looks incredibly promising, in no small part helped by the coder's revolutionary 3D Landscape Engine which is responsible for the eye-popping scenery visible in the background of this screen shot. Expect to see a full playtest of *Mercedes-Benz World Racing* in a future issue of *Nintendo Official Magazine*.

10 HOT GAMES YOU'LL BE PLAYING THIS TIME NEXT YEAR

WE'VE HUNTED HIGH AND LOW TO BRING YOU
THE HOTTEST SELECTION OF FORTHCOMING
GAMECUBE AND GAME BOY ADVANCE TITLES.

01



Super Ghouls and Ghosts will feature two different versions on one cart

02



It looks like there are two *Zelda* adventures in development for the GameCube

03



Three discs = much blood and gore

04



The Japanese go mad for this game



OUT: WINTER 2002

01. SUPER GHOULS AND GHOSTS

Capcom's classic arcade adventure is on its way to Game Boy Advance.

As in the original game your mission is to take control of Arthur the knight and rescue a lovely maiden from the clutches of demons.

This GBA remake will include revamped graphics and sound effects, along with new positions for monsters and items. Old skool gamers will be relieved to hear that the original title will also be included.



OUT: LATE 2003

03. RESIDENT EVIL 4

The first *Resident Evil* remake is an absolute monster of a game – requiring two discs to hold the blood-splattered adventure – making it GameCube's biggest adventure so far. But if recent reports are to be believed, *Resident Evil 4* could be released on three separate discs. If this is true it's an early indication of how large the game will be. Expect confirmation at next month's E3 games conference in the US.



OUT: 2003

02. NEW ZELDA GAME

Unconfirmed reports suggest that there's a new, non-cel shaded *Zelda* adventure in the works for GameCube.

The package is said to be a compilation, and some sources claim that it's an updated version of *Ocarina of Time* with GameCube-style graphics and elements which had to be left out of the N64 original.

The game is said to come on three discs; one disc for the game, one for a behind-the-scenes documentary and one full of classic *Zelda* music.



OUT: 2002/03

04. FIRE EMBLEM

The name may not be familiar to Western gamers, but the *Fire Emblem* series has been around for a while and grown into a Japanese gaming cult, with the latest quest selling 140,000 copies in its first week.

Fire Emblem is made by the people responsible for the top-rated *Advance Wars* and, like that game, *Fire Emblem* is best described as a war strategy title. However, *Fire Emblem* features dragons, magic and even more character interaction.



OUT: 2003

05. KIRBY TILT 'N' TUMBLE 2

Originally announced at the Space World show last year, *Kirby Tilt 'n' Tumble 2* was used to demonstrate the GameCube/GBA connectivity.

The game involves rolling the Kirbyster around a *Super Monkey Ball*-style maze using a GBA with a built-in tilt sensor. In the game there are times when the action switches from the GameCube to GBA, but what impresses us most is the rumoured ability to write simple programs for the GBA cart, allowing players to devise their own mini-games.



OUT: LATE 2002

07. PICHU BROS.

Ever since Nintendo showed the *Meowth's Party* demo at Space World 2000, rumours have been rife that a Pokémon party game was in development. This month the whispers grew stronger as a game called *Pichu Bros.: Party Panic* appeared on US release schedules.

No one outside Nintendo knows what this Pokémon game is about but you can bet your bottom dollar that next month's E3 show will offer some clarification, so check next month's *NOM* for more info.



OUT: 2003

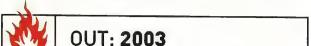
06. SUPER MONKEY BALL 2

The first *Super Monkey Ball* game for Nintendo's GameCube was one of the most fun packed, addictive and original puzzlers to appear for some time, so it'll come as no surprise to hear that a sequel is in the works as we speak and scheduled for a Japanese release later this year.

The game is being developed by Sega coders, Amusement Vision. The latest game will have 150 completely new stages and an improved set of multiplayer modes, apparently including Monkey Soccer.



The Kirbyster is GameCube bound and just as fat as ever



OUT: 2003

08. PROBOTECTOR

The *Probotector* series is one of the best loved shoot 'em ups of all time, having offered gamers some fantastic adventures over the years.

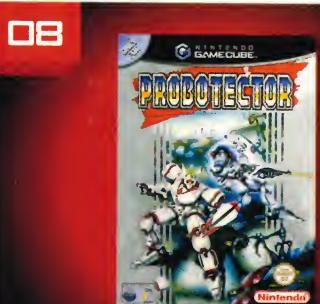
Lately there have been stubborn rumours of a *Probotector* game in production for GameCube. Although Konami, the makers of the original game, hasn't confirmed this, the company did tell us to wait until next month's E3 conference for some surprising news. Are they playing us like an old banjo...? Check back next month for the full lowdown.



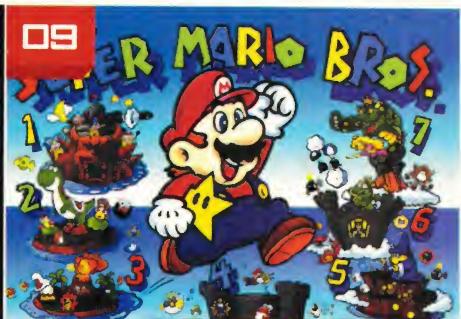
Soon all games will feature Super Monkeys. In balls



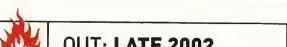
What fun has this little critter got in store?



The *Probotector* game is also known as *Contra*



Will the third GBA *Mario* game be the best yet?

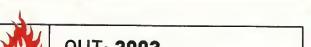


OUT: LATE 2002

09. SUPER MARIO ADVANCE 3

It's looking increasingly likely that the next Mario game for Game Boy Advance will be based on *Super Mario Bros. 3*, the smash hit Super NES adventure that went on to sell over ten million copies worldwide, making it one of the most popular video games of all time.

As always it's Mario against Bowser, but in this game you also have to deal with the boss' seven troublesome children in a mission to save the hapless Princess Peach. Check back next month for screens.

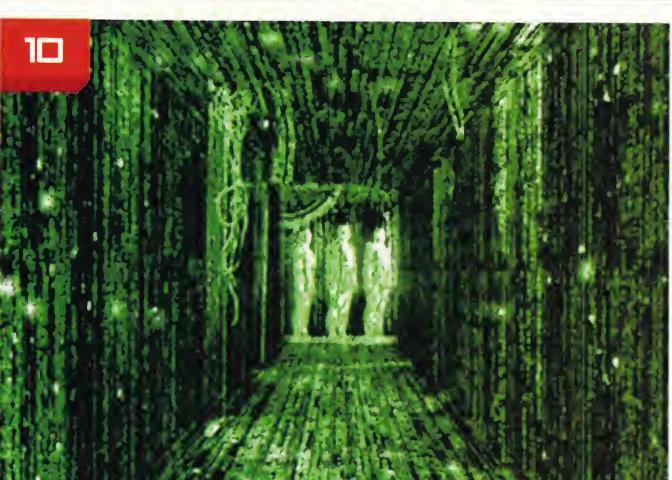


OUT: 2003

10. THE MATRIX

Shiny Entertainment has had a *Matrix* game in development for some time, but when Infogrames purchased the company recently it was believed that the game would become an Xbox exclusive. However, we've now been told to expect a GameCube adventure based on the forthcoming sequel, *The Matrix Reloaded*.

The good news doesn't stop there, though, as there will be more *Matrix* adventures to come as the agreement between Shiny and Infogrames covers games based on the third film in the trilogy, *The Matrix Revolution*.



Did you know that *The Matrix* is the best selling DVD of all time?

RESIDENT EVIL

Feel the fear as we get the first ever UK play of the English language *Resident Evil* adventure that's coming exclusively to GameCube. Blood curdling doesn't even begin to describe it...

LOG ON

IN BRIEF

DETAILS

<http://www.capcom-europe.com>

Based on the original PlayStation smash hit, *Resident Evil* is the first of six exclusive-to-GameCube remakes from Capcom. Discover the secret behind bizarre killings in Raccoon City as members of the S.T.A.R.S. team, Jill Valentine and Chris Redfield.

Release:
September

Developer
Capcom

Game Genre
Survival Horror



Trapped in the corner of a gloomy corridor, you can do nothing except stand your ground and take aim at the zombie staggering towards you. You blast its rotting head and flinch as fragments of brain cheese and droplets of blood splatter the dusty floor and grimy walls. The headless zombie crashes to the floor and this time it doesn't get up. Welcome to Raccoon City, site of one of the scariest and most disturbing adventures in the history of video games.

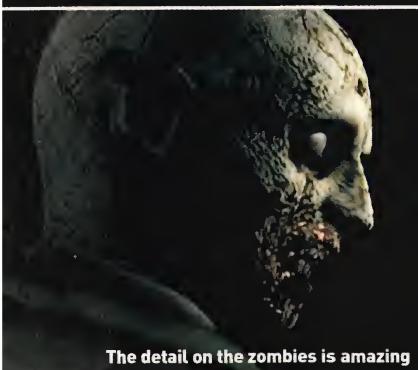
It has to be said that not many games leave you terrified – even with the lights on – but one quest that



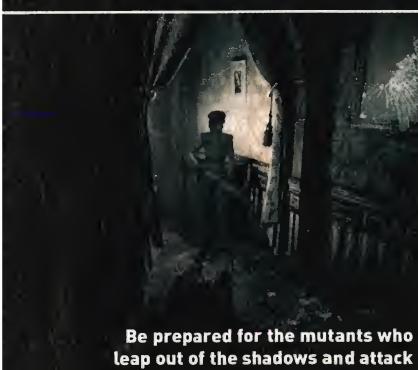
■ *Resident Evil* isn't a game for younger Nintendo players







The detail on the zombies is amazing



Be prepared for the mutants who leap out of the shadows and attack

You don't want to stand still outside because you never know who's watching

will strike terror into any hardened gamer is this remake of Capcom's classic scare fest.

Originally a hit on the PlayStation, *Resident Evil* is a GameCube-exclusive reworking of Shinji Mikami's survival horror masterpiece. This game is the first adventure in the bloodthirsty series to be remade for Nintendo's next generation console, and it will ultimately be joined by all-new horror quests such as *Resident Evil Zero* and reworkings of *Resident Evil 2* and *Code: Veronica*. But with six months to go until *Resident Evil* is released in the UK, *Nintendo Official Magazine* has managed to bag an exclusive play of the English language version. And even after a few hours we were left with an uneasy feeling in our stomach.

If you're new to the world of S.T.A.R.S. and the Umbrella Corporation, let us explain the story. *Resident Evil* takes place in a secluded mansion deep in the heart of Raccoon City's forest region; a sinister place where, unbeknown to the population of the town, top secret biological experiments are being carried out by the unscrupulous Umbrella Corporation.

The twisted tale begins when reports of missing people reach the Raccoon City Police Department. Unable to deal with the strange stories, the Police Department dispatches its special S.T.A.R.S. (Special Tactics and Rescue

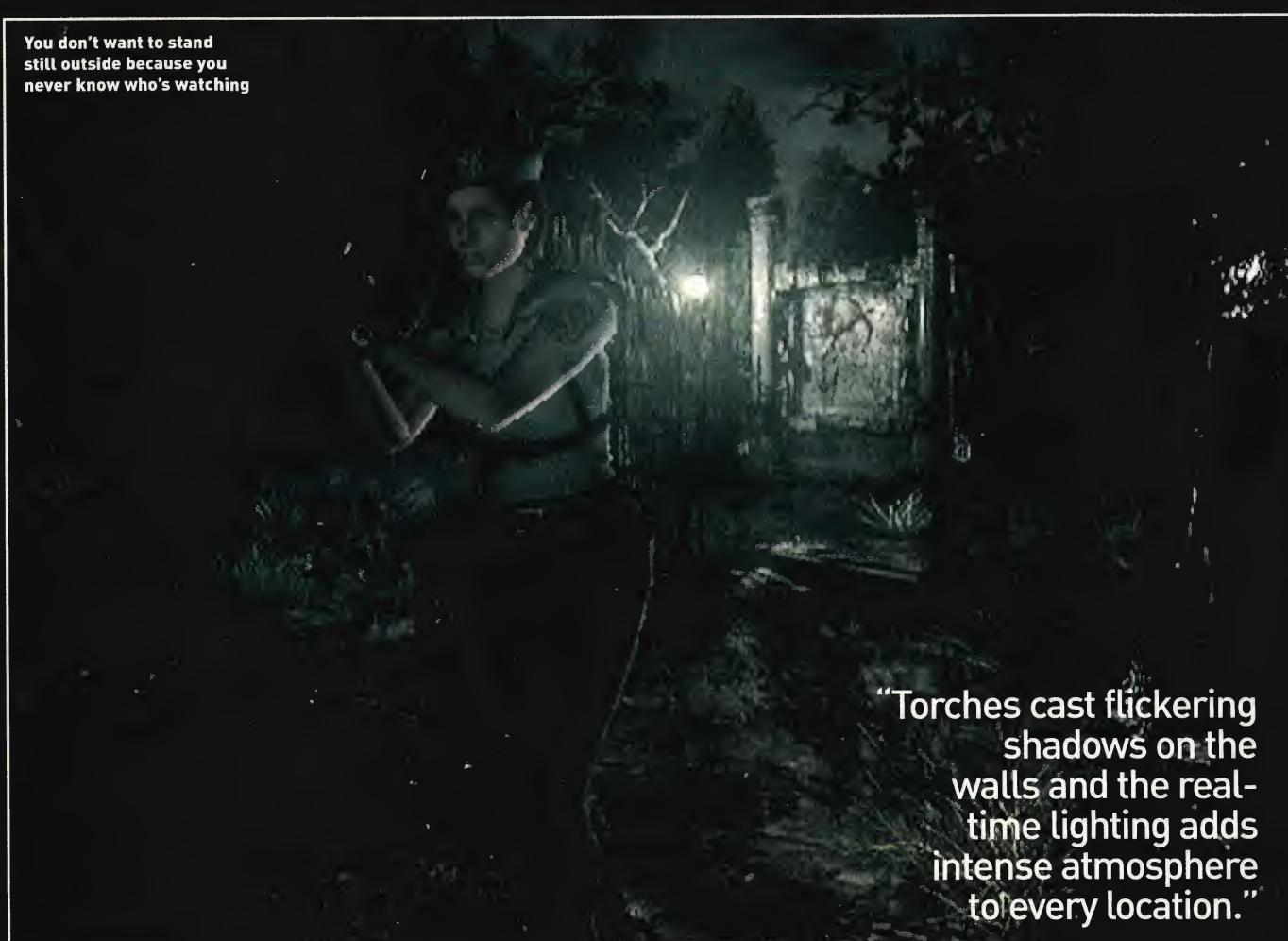
Service) Bravo team by helicopter to investigate the mysterious mansion. Soon after lift-off all contact is lost with the S.T.A.R.S. helicopter, leaving Raccoon's Police Department with no choice but to send in its elite Alpha team to recover its missing operatives and interview survivors. And that's where you come in.

The S.T.A.R.S. Alpha team includes the game's two heroes – Chris Redfield and Jill Valentine – and you're given the choice of controlling either character.

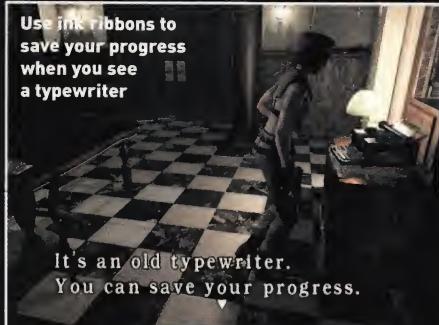
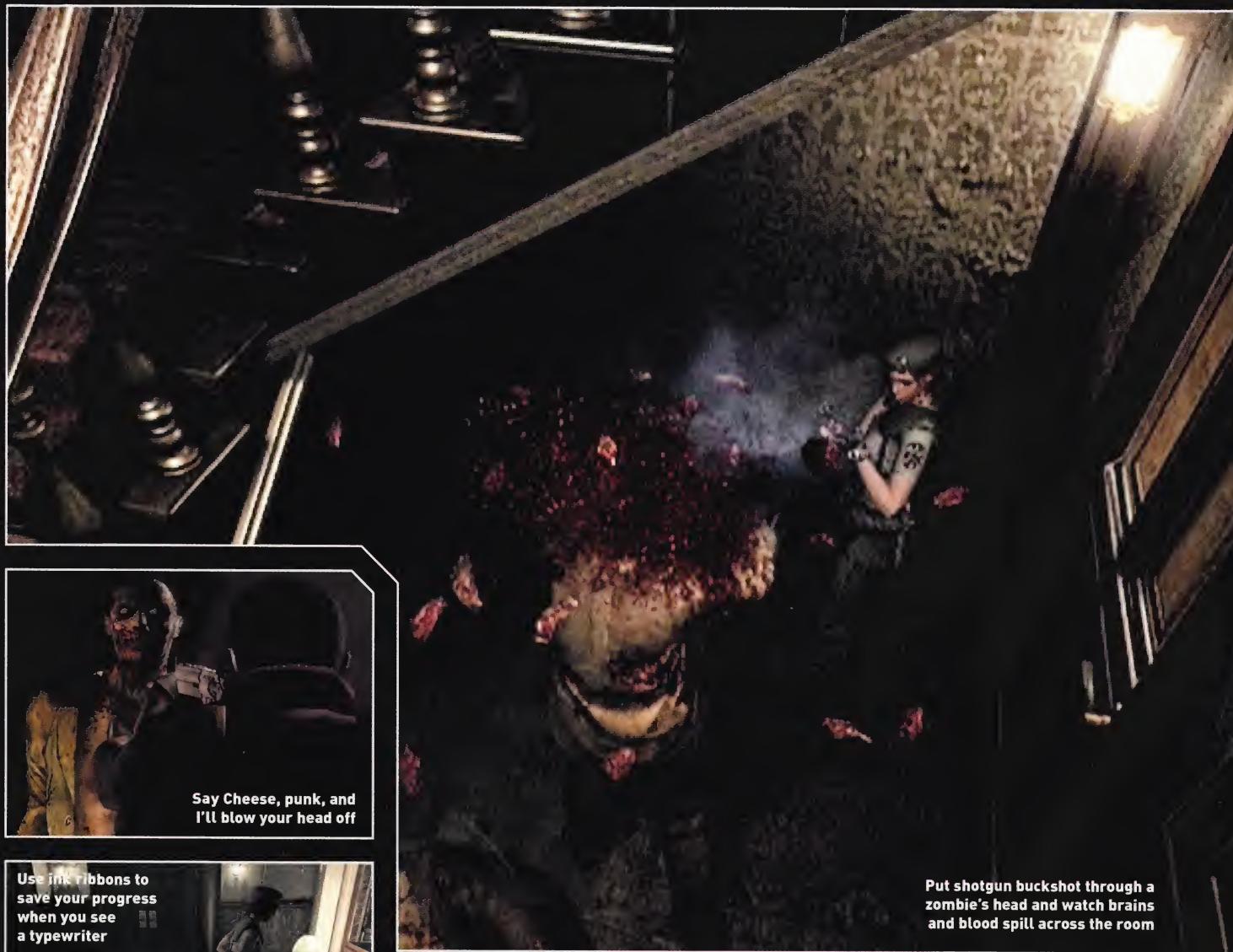
However, when the S.T.A.R.S. Alpha squad find the remains of the crashed helicopter all hell breaks loose when a pack of dogs attacks them. With no place to hide except inside the mansion, the small team makes a run for it and breaks into the shadowy building.

Mansions may be two-a-penny on GameCube at the moment, but the house in *Resident Evil* is as far removed from Luigi's ghost busting tomfoolery as you can imagine. Grown men will whimper when playing *Resident Evil* because the mansion is home to the stuff of nightmares, including acid-spitting zombies, mutant dogs, genetically modified monsters and deadly crows.

You can also cut the atmosphere with a knife as the tense music has you waiting in anticipation for the next monster, and when they do arrive you can expect to jump out of your skin.



“Torches cast flickering shadows on the walls and the real-time lighting adds intense atmosphere to every location.”



The rich graphics in this quest set a new standard for GameCube, with some of the most realistic graphics ever seen in a Nintendo title. In fact, you'll think you're on the set of a horror movie as you creep through the corridors, cellars and creepy stairwells of the mansion; shadows cast by flickering torches play tricks with your mind, candles leave trails of smoke in the air and real-time lighting gives each location a mysterious and spooky atmosphere. All these devices cause you to expect the worst at every turn, so even innocent moments when you walk past a mirror will make you jump before you realise it's just your reflection in the glass.

01

Things are about to get nasty for Alpha



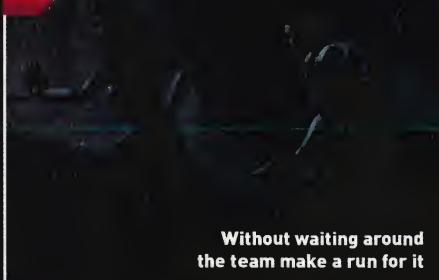
02

Flesh-eating dogs have devoured the remains of the Bravo S.T.A.R.S. team



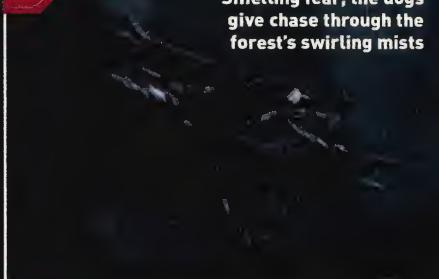
03

Without waiting around the team make a run for it



04

Smelling fear, the dogs give chase through the forest's swirling mists



05

■ Suddenly a clearing opens up in front of our heroes to reveal a mansion in the distance. It's their only hope of escape, so the team steps inside...




The mansion's candelabra's create dazzling lighting effects

Resident Evil begins with the same movie as was seen in the PlayStation original, but this time it uses rendered characters instead of cheesy actors. The animation of the heroes is top dollar and the opening movie's news report – with its flashes of missing people and a blood splattered doorway – hammers home the fact that *Resident Evil* is an adult game and unsuitable for younger GameCube fans. And with superlative graphics like this it's no wonder that the game will come on two discs, but whether it will be packaged with a memory card like the Japanese edition is still to be decided.

The adventure in *Resident Evil* is all about making split-second decisions and unravelling the mansion's secrets. To solve the mysteries, players must first

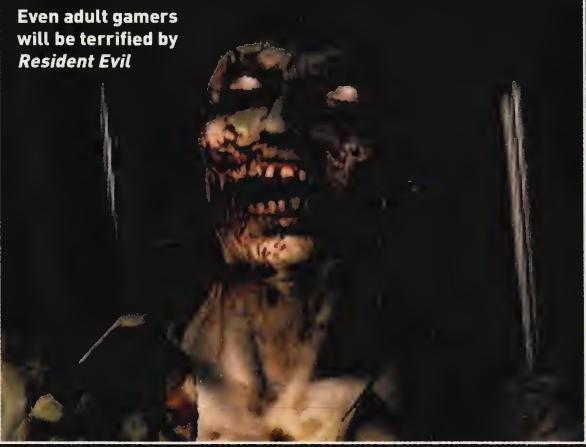
decide whether to play as Jill Valentine or Chris Redfield. As these heroes are members of the crack S.T.A.R.S. Alpha squad they're both more than capable of tackling the undead threats, but Jill and Chris have differences which you'll need to consider before making your choice.

Jill's main role in the S.T.A.R.S. team is as a demolition expert, but she also begins her terrifying adventure with a handgun which is vital if you want to take out the first slobbering zombie you meet.

Chris Redfield, on the other hand, can only perform close quarters attacks at the start of the game using his long hunting knife, making him more vulnerable to brain-munching zombie attacks.

Both Chris and Jill are able to pick up alternative weapons during the game, so

Even adult gamers will be terrified by *Resident Evil*




■ Watch out for the hand, Jill



■ Pass me a towel please, love



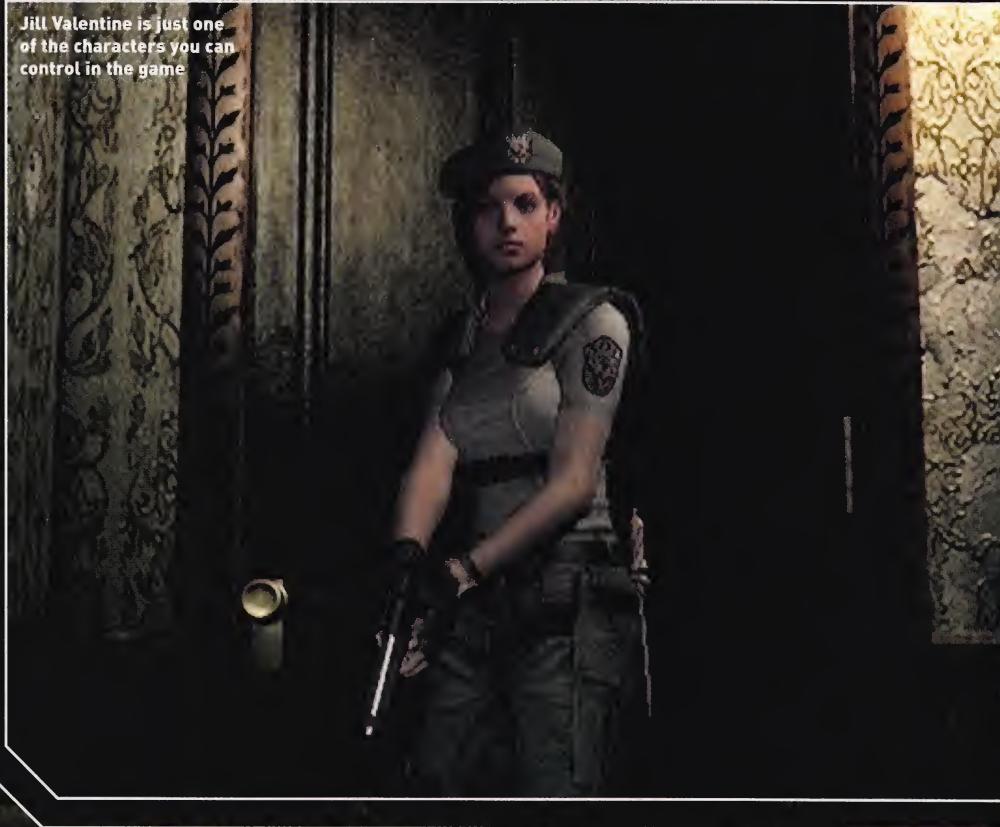
make sure that you keep your eyes peeled for blasting delights such as a shotgun, a flamethrower and a bazooka.

Your terrifying mission begins in the mansion's entrance hall where creaking staircases and dark doorways lead to a labyrinth of shadowy corridors. Only one entrance can be opened at first, and the slow animations which show your hero unlocking and opening new routes certainly adds to the tension as you can never be sure what's around the next corner.

The adventure ahead of you certainly is a monster, but ink ribbons can be collected along the way to help save your progress onto a memory card.

The inventory screen is your main port of call when deciding how to solve puzzles or tackle particularly troublesome monsters. Many useful items glimmer in the darkness to catch your eye, so be sure to pick up everything as you can always store goodies in the wooden chests which are scattered around the mansion if your inventory screen gets too cluttered.

Jill Valentine is just one of the characters you can control in the game



Breezes blow through open windows, making curtains flap in the cold draughts



The character detail and animation is some of the best yet

Objects are generally there for a reason, so make sure that you grab everything you find or you might find yourself hitting a dead end later in the game.

Resident Evil fans will feel right at home with the inventory because, as in previous versions of the game, you need to combine guns with ammo clips to load your weapons and mix other objects to make them more powerful. The inventory is also home to your electrocardiogram meter which tracks your health; should it

drop dangerously low your character will start to stagger slowly, making it more difficult to outrun dangerous monsters. Should this happen – and believe us, it does! – pick up green Herbs or First Aid Sprays and you'll be ready to dish out more punishment to another zombie.

The weapons also include some defensive items which are completely new to this GameCube edition. Both Jill and Chris have different defensive weapons – Chris can use Flash Napalm while Jill wields a Stun Gun – and both characters can pull out a Dagger Knife for close quarters combat. Should you find yourself in serious trouble with a mutant, a quick press of the **L** button will stab the marauding zombie in the eye, allowing you to recover your composure and move in for the kill when they're struggling on the ground. In fact, you should always keep a weapon handy when mutants are on the floor as they're not actually dead until a pool of claret flows from underneath their corpse. If there's no blood, don't stray too close.

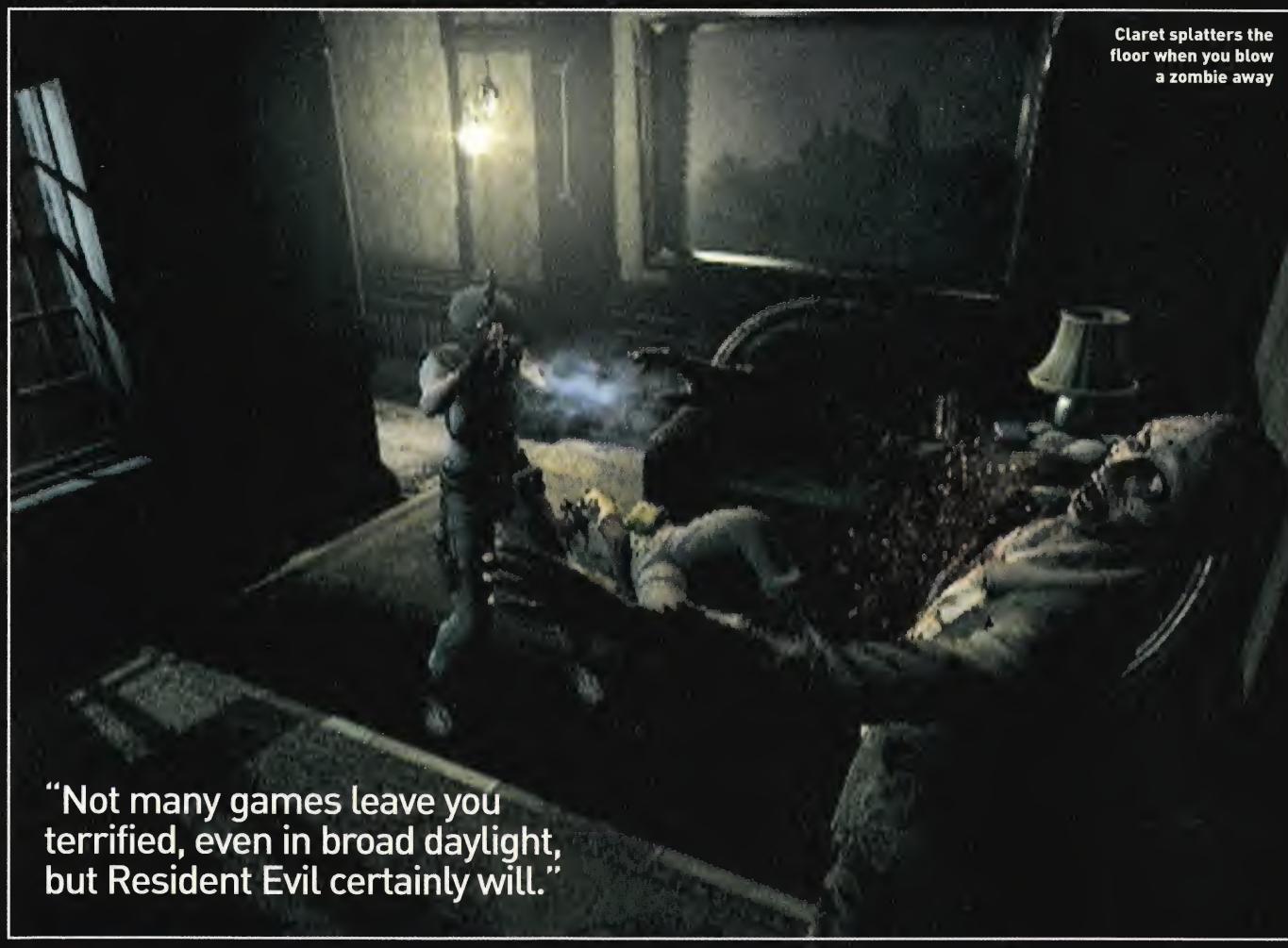
Fighting monsters also makes *Resident Evil* mesmerising as the action regularly switches to shocking cut scenes which



01 ■ Some mirrors help you see what's around the corner, so watch the reflections and get ready...

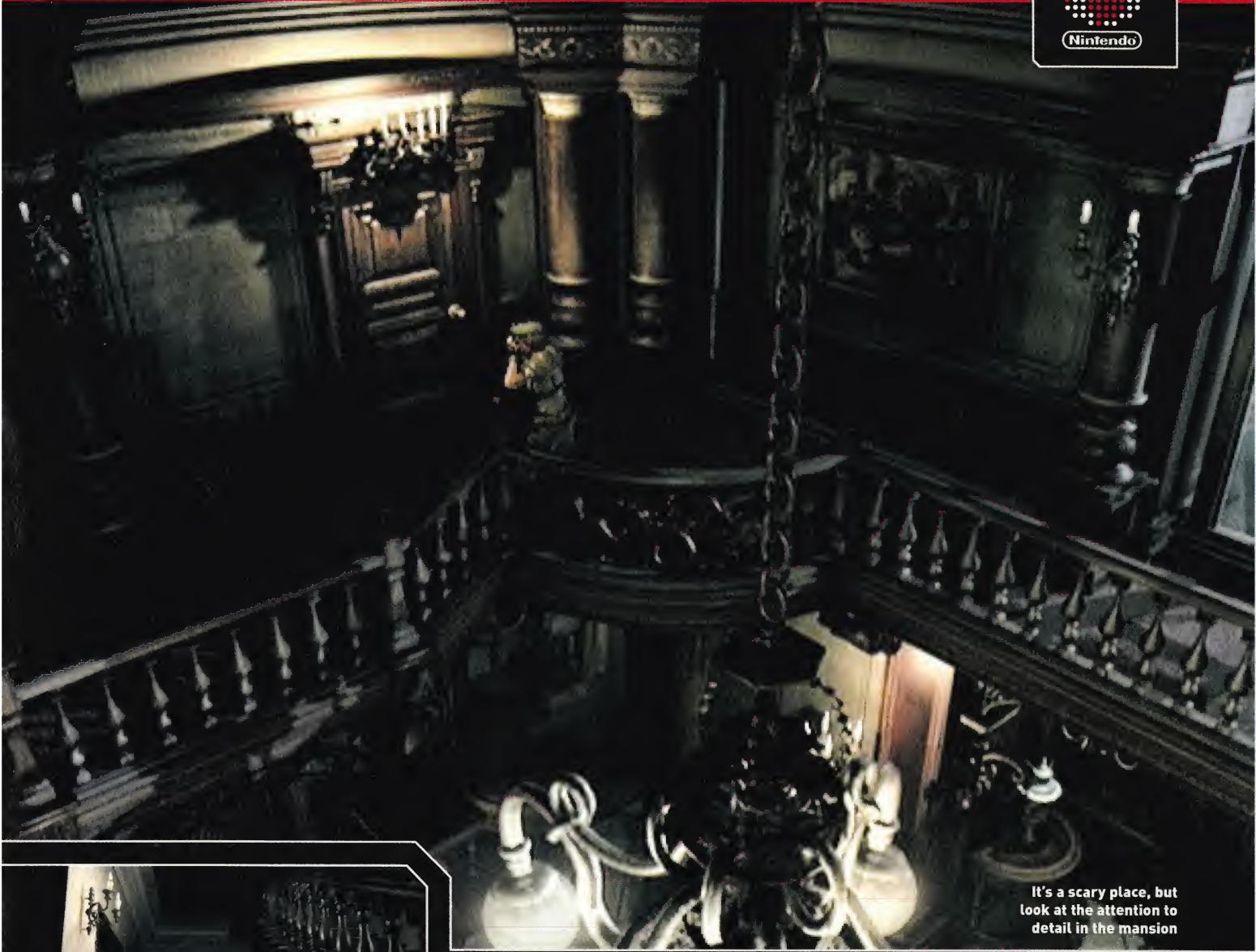


02 ■ ... as the wailing zombie staggers towards you. Load your gun with bullets and pump away

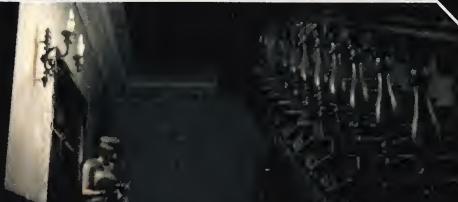


Claret splatters the floor when you blow a zombie away

"Not many games leave you terrified, even in broad daylight, but Resident Evil certainly will."



It's a scary place, but look at the attention to detail in the mansion

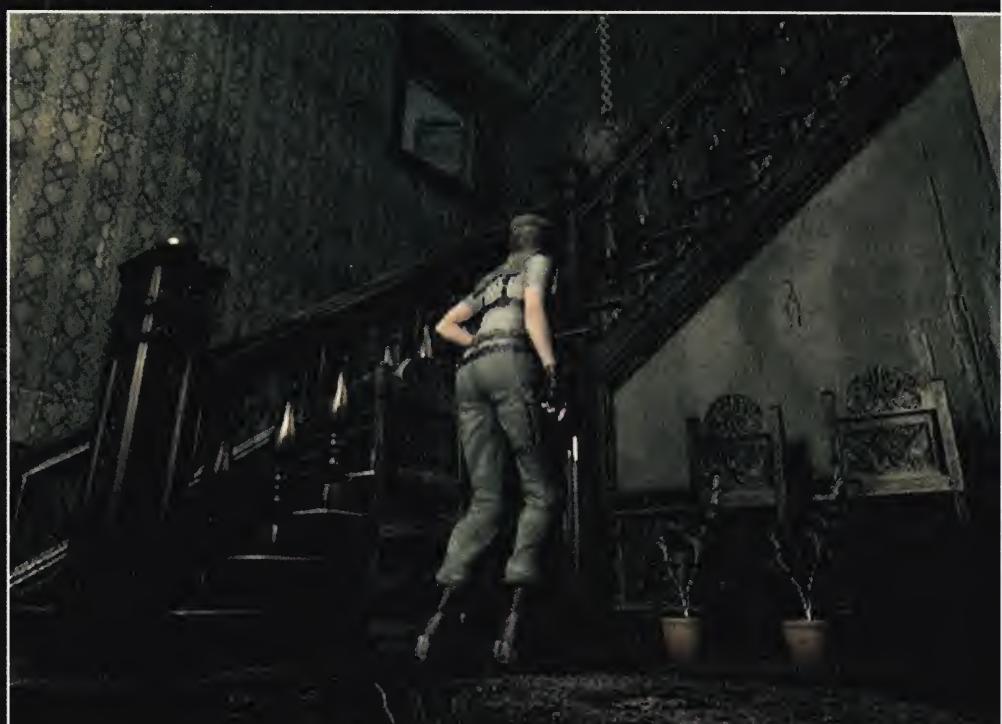


Be careful around lifeless bodies. Blood appears when they're dead

show wailing zombies marching in for the kill. One moment of terror you won't be expecting is when a zombie bursts out of a murky bath and reaches out to grab you.

But it isn't just zombies that will leave your bladder running freely; dogs smash through windows and tear flesh from your bones in the blink of an eye, while crows love to sit atop wooden beams watching you run past with their beady eyes in tense scenes which are reminiscent of Alfred Hitchcock's classic movie, *The Birds*.

When mutants attack, Jill and Chris can now perform a 180° turn thanks to the GameCube controller's yellow C-Stick. This feature is new to the Nintendo version and it certainly helps if you haven't



■ When your character starts to stagger, replenish your health with some green Herbs or a First Aid Spray



the health to blow your foe to pieces and you need to run away like a girl.

As with previous *Resident Evil* encounters you can also expect to solve some tough puzzles in addition to battling mutants. Items which seem strange at first will unlock new areas later in the game, and there are pieces of furniture which can be pushed around to reveal new items where they once stood. Even if you played the original PlayStation game, please note that the puzzles have been moved to other areas of the mansion and mutant enemies aren't in the same places, providing *Resident Evil* experts with a fresh adventure to try.

On first impressions, *Resident Evil* will leave you open-mouthed at how the developers have managed to make such a beautiful-looking game and it's great credit to the power of GameCube. Visually it's the best title to arrive on the system, and that's not easy when you consider the graphical prowess of games such as *Luigi's Mansion* and *Wave Race: Blue Storm*.

There are moments so frightening in *Resident Evil* that grown men will need to sleep with the lights on for weeks. More importantly, as it's the first title in this series of exclusive GameCube remakes, *Resident Evil* will leave you gagging to see what the rest of this horror survival series has in store for Nintendo fans.

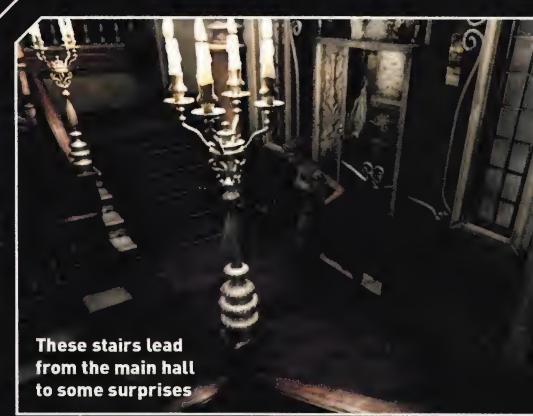
With new gameplay details and images of *Resident Evil Zero* on the GameCube already surfacing you can be sure that this is the beginning of a massive and enduring franchise for Nintendo. But don't blame us if you can't sleep for a week after enjoying this dark adventure's dubious thrills and bloody action. **Tim Street**



Moths even flutter around the lights. The detail is cool



The detail on the wall mural is just one of the highlights



These stairs lead from the main hall to some surprises



You'll need to find keys to unlock new routes

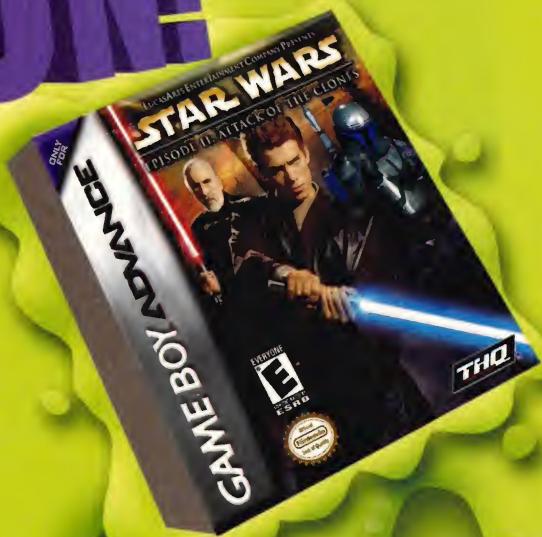


Dogs love to burst through windows as you walk by



It's cut scenes such as this which make *Resident Evil* stand out

ADVANCED FUN!



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Plus! Reviews of SpyHunter, Worms Blast, 18 Wheeler and ESPN International Winter Sports 2002.

GAME BOY ADVANCE

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Plus! We've got all the latest handheld reviews of *Maniac Racers Advance*, *Manic Miner*, *Star X*, *Maya the Bee*, *Davis Cup Tennis*, *E.T. The Extra Terrestrial*, *Britney's Dance Beat* and *Konami Collector's Series: Arcade Advance*. The Game Boy Advance fun begins on page 80.

Nintendo®

REVIEWS

WE PROMISE THAT EVERY GAME HAS BEEN THOROUGHLY TESTED BY THE EXPERTS AT NINTENDO OFFICIAL MAGAZINE, AND WE ONLY REVIEW FINISHED UK VERSIONS

HOW WE SCORE

Games are now scored out of ten. Any title that scores nine or ten out of ten will receive our new TNT (Top Nintendo Title) award.



TNT: GOLD
 Gaming perfection

TNT: MUST BUY
 Almost perfect

B HIGHLY RECOMMENDED
GOOD
C AVERAGE
D COULD BE FLAWED
F POOR
G DIRE
H DISASTROUS
I A DISGRACE

What to expect from each game

Watch movies using the Internet link

We expose top gaming moments

You'll know if it's for GC, GBA or GBC

The biggest and best screen shots

Best and worst aspects of the game

Is it worth it? Is it fun? Will you be on it for ages?

Games are scored out of ten, instead of 100%

How much, when it's out and who is publishing it

Number of players, memory blocks (GC) and carts needed (GBA)

What box to look for in the shops

How our official reviews work

REVIEW

WORMS BLAST

WORMS POST-GAME HAVING WORMS IS THE WAY TO THE TOP, AND THIS IS THE LARGEST WORMS GAME YET. THE ONLY DRAWBACK IS THAT THE GRAPHICS ARE SIMPLE, AND THERE'S NOT A LOT WORTH MENTIONING.

TAKE A TRIP

THE GAMECUBE IS LACKING IN PUZZLE GAMES, BUT WORMS BLAST IS A GREAT BRAIN TEASER TO START YOUR COLLECTION.

VERDICT

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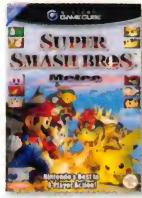
VERDICT



Everyone looked great at the *Nintendo Official Magazine* fancy dress party

SUPER SMASH

NINTENDO'S MILLION SELLER GETS AN EARLY RELEASE OVER HERE AND, AS WE'D HOPED, IT'S A DYNAMITE PACKAGE BURSTING WITH PLAYABILITY.



1-4 Players 3 Blocks

Price:
TBC

Release:
24 May

Publisher:
Nintendo

After selling more than five million copies of the original *Super Smash Bros.* on the N64, you might expect The Big N to rest on its laurels and churn out a graphically enhanced sequel with exactly the same options. But never underestimate the power of Nintendo. Although the gameplay basics remain the same, everything else in *Super Smash Bros.* has undergone a major refit, with particular attention being paid to the single player quest which is much more accomplished than in the N64 original.

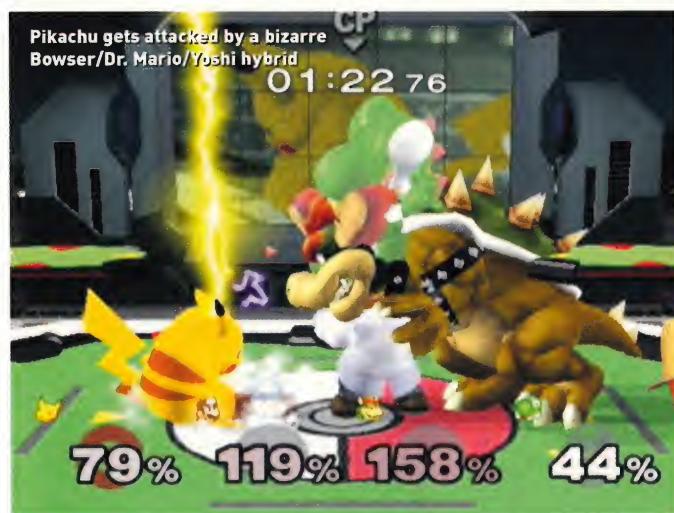
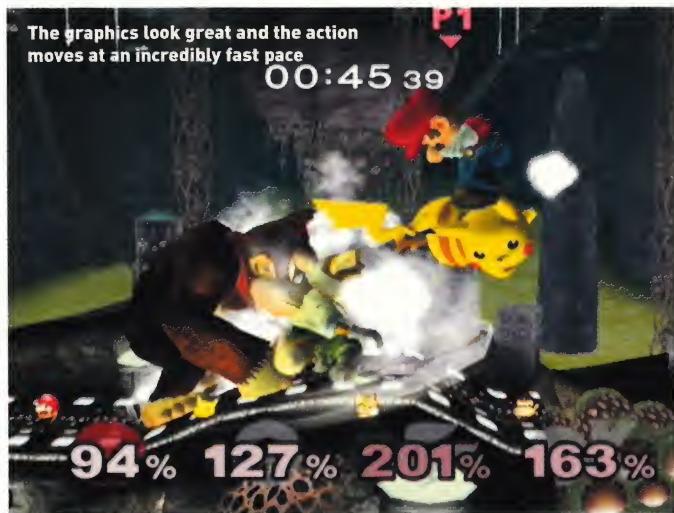
The number of improvements and unique features in this GameCube edition is quite staggering, so much so that it's hard to know where to begin. But being a *Super Smash Bros.* game, the best place to start is with the stars of the show. There are 25 fighters in total and every





NINTENDO GAMECUBE

The graphics look great and the action moves at an incredibly fast pace



STADIUM OF DELIGHT

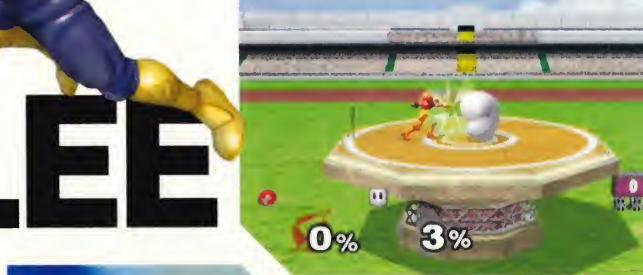
Nintendo is a master when it comes to making mini games; just look at the *Mario Party* series if you need any evidence of that. So it's nice to see that The Big N has turned its bonus gaming attentions to *Super Smash Bros. Melee* which has a Stadium mode with three challenges.

The first event is Target Test where you have to destroy ten targets along a dangerous course. Home Run Contest challenges you to punch a sandbag the furthest, while Multi-Man Melee features a non-stop onslaught from multiple foes.

There are mini games galore in *Super Smash Bros. Melee* and they all rock



Samus is used to more formidable foes than this big bag of sand



BROS. MELEE

► one of them is a Nintendo star, although some are more famous than others. You can expect to see all the usual Nintendo suspects such as Mario, Link, Donkey Kong and Yoshi, but rubbing shoulders with these big mascots are a selection of lesser known heroes such as Ness from the Super NES RPG, *Earthbound*.

There are 14 selectable characters from the start – with a further 11 to unlock – each with a stylish wardrobe of four different outfits. Each and every fighter is modelled to perfection, with incredible attention to detail and fluid animation which far surpasses the original brawler.

The actual fighting is just as fast and relentless as it was in the first

Nintendo 64 beat 'em up, and because the characters look incredibly solid the battles seem more physical and painful. The violence factor is also helped by the subtle special effects which accompany many of the more elaborate moves.

The art of fighting in *Super Smash Bros. Melee* is just as simple as it was in its predecessor. Attacks are unleashed using a combination of the A and B buttons and the 3D Stick; when you slam the Stick in a certain direction and hit an attack button this performs a special Smash move which is capable of launching an opponent out of the arena.

Grappling and throwing moves are still included, as is the powerful shield



□ Nintendo fans will recognise this beautiful Termina location from the N64 classic *The Legend of Zelda: Majora's Mask*



“THE ACTION IS STAGED AT A BEWILDERING PACE WHICH GIVES YOU LITTLE TIME TO PLAN ATTACKS.”



► which can protect you from vicious assaults. New moves include the ability to avoid attacks while in the air and use your shield to deflect attacks. If we have one criticism of the game it's that the twitchy character movement can sometimes make it hard to collect items as your fighters repeatedly overshoot and run straight past the weapons you want them to grab. However, other than this minor niggle the controls are as tight and responsive as we could have hoped for.

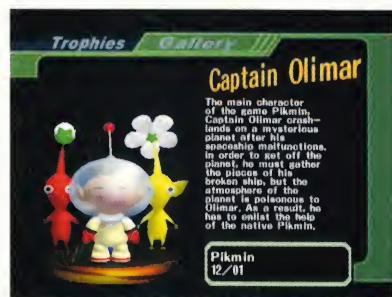
Most of the changes to *Super Smash Bros. Melee* can be found in the gameplay options. New to *Melee* is the single player Adventure mode; a nostalgic, side-scrolling journey through famous locations from Nintendo's biggest games, interspersed with traditional *Super Smash Bros.* fighting arenas. Highlights include Princess Peach's castle from *Super Mario 64* and a *Legend of Zelda*-inspired dungeon crawling with Re-Dead zombies. Each location is swarming with the

TROPHY CABINET

Super Smash Bros. Melee features a gold mine of Nintendo trivia, especially in the trophy room.

Here the trophies you've won in the heat of battle can be viewed, along with any you managed to get from the game's Lottery mode.

There are more than 300 trophies to collect in the game, each one modelled on famous Nintendo characters and objects. Each one has a description detailing what game they appeared in and the role they played. It's fascinating stuff and a dream come true for Nintendo fans.



□ The Captain Olimar trophy is cool and it gives you some background details on Nintendo's latest gaming hero



□ You can zoom around the trophies and examine them from every angle. This is Mach Rider from the Nintendo game of the same name



□ Our favourite trophy is good old Mario. Imagine how good the Italian Stallion will look in *Super Mario Sunshine* on GameCube



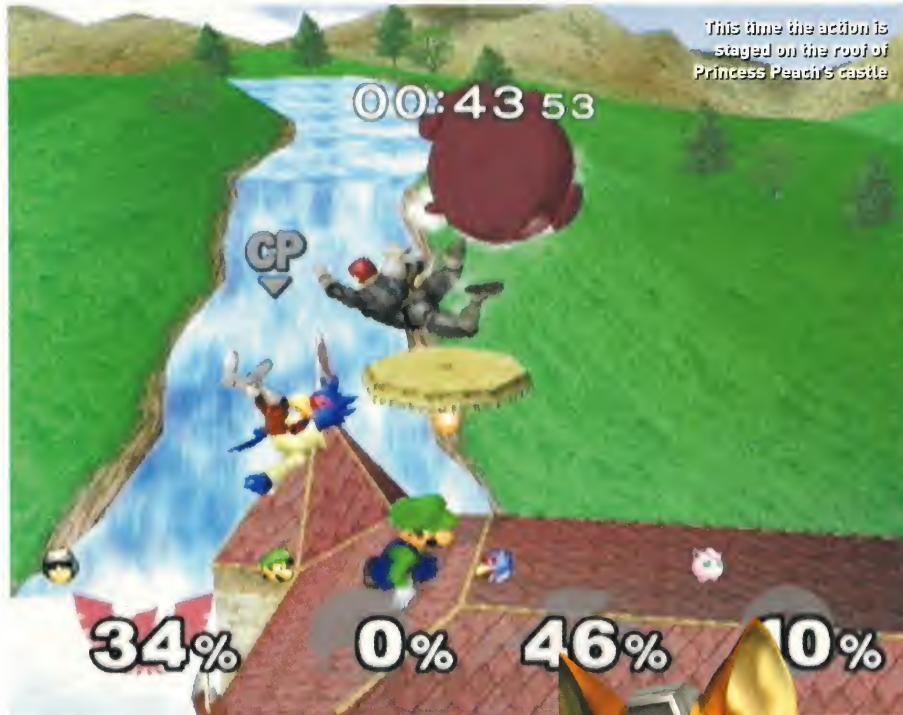
NINTENDO
GAMECUBE



□ Each character has a wide range of facial expressions which can be glimpsed during battle



□ The movie at the beginning of the game is amazing and introduces all the famous fighters



► sorts enemies which were found in the original games, each one pumped full of GameCube goodness. Aside from Birdo, of course, who still looks like a jumble of pixels.

The Classic mode has also been upgraded with more stages and varied battle arenas. Some of the Classic challenges will see you squaring up against mutated Nintendo heroes such as a troop of mini Donkey Kongs and a giant Mario. The order in which you meet characters is also random, adding much needed replay value. Also on hand is the Event mode which sets up a series of challenges, more often than not with the odds stacked against you.

All these options help create a massive game which will take you months to complete. And with the inclusion of almost 300 beautifully-styled

A QUICK TIP TO GET YOU STARTED

One of the most important moves to master in *Super Smash Bros. Melee* is the Smash attack. This move is your best chance of knocking an opponent clean off the fighting platform. To perform one, quickly move the 3D Stick in one direction and hit the A button at the same time. If you've done it correctly your opponent should be knocked for six, but it takes practice.



□ That big fan is no match for Link's Master Sword



□ Link and a Re-Dead have a balancing competition



□ The pace of the game is quite bewildering, but you'll soon get used to the speedy battling action



Samus Aran looks great and she doesn't take any crap from hostile aliens





□ *Super Smash Bros. Melee* is a good opportunity to see how other characters would cope in Mario's surreal world. Link has no trouble, it seems



trophies to win and almost a dozen secret arenas to unlock, this is a great single player package.

However, as aficionados of the original game will tell you, *Super Smash Bros.* is best when you try some four player smash ups. The GameCube edition still allows four people to go hell for leather, scrapping with each other to collect power ups and hassle weak opponents off the edge of the arena.

The multiplayer matches can be tweaked as well, with the option to change just about any game setting. You can select which items appear, the arena, the number of lives

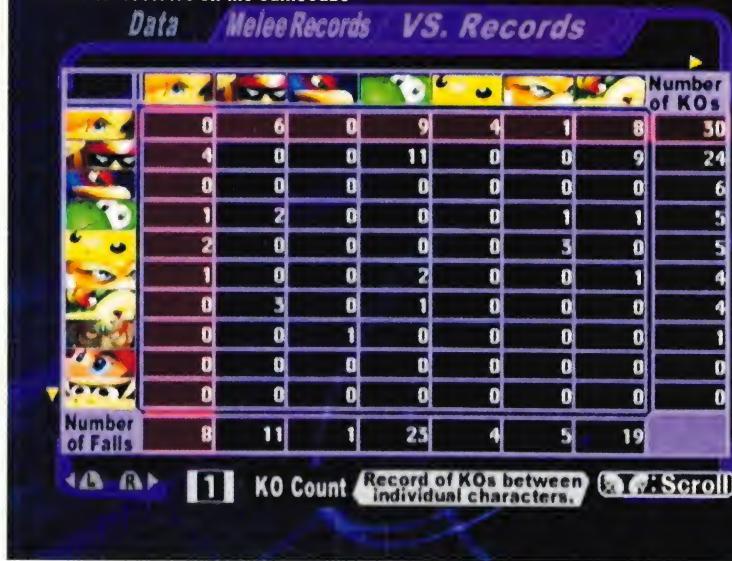
you have, how long a bout lasts and how the winner is decided. You can even play in slow motion, as giants or as invisible fighters. In fact, the Special Melee mode has ten different types of competitions, more than enough to destroy your social life.

Super Smash Bros. Melee is an incredible achievement, but be warned; if you're expecting a relaxing playing experience you'll be in for a shock. The action is staged at a feverish and bewildering pace which gives you little time to plan your attacks. Essentially, you'll either love *Super Smash Bros. Melee* or hate it. **Rich Marsh** NDW

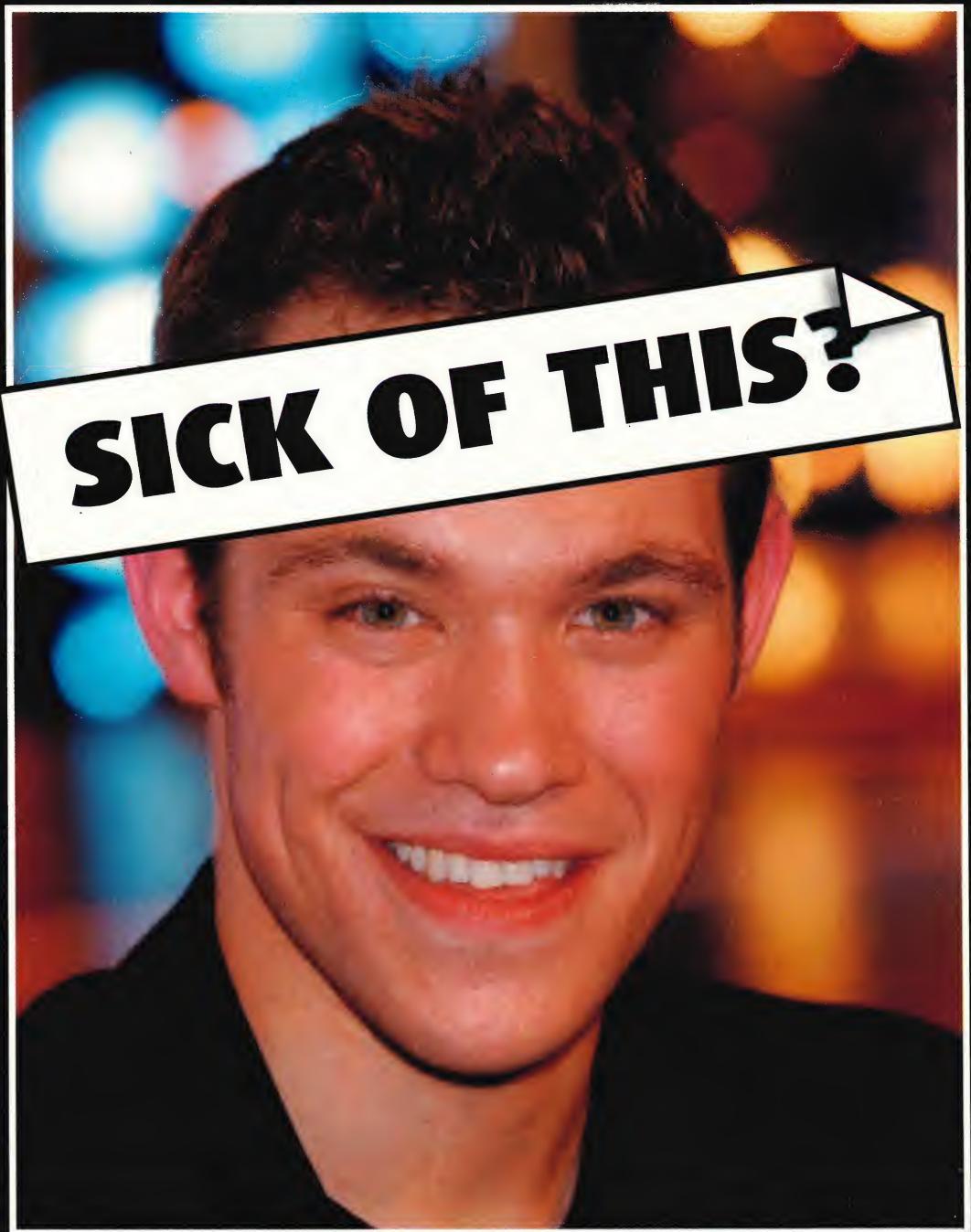
STATISTICAL HEAVEN

If you're the sort of beat 'em up fan who wants to know everything about the battles they fight, *Super Smash Bros. Melee* is right up your street. The coders have gone the extra mile to offer you lots of valuable information and statistics about the fights you take part in, with details such as the character who used the most moves and which brawlers achieved the largest number of knockouts. The game will even tell you how you fared in multiplayer matches, giving info on how many points of damage you inflicted on your hapless foes.

Stat fans will have a field day in *Super Smash Bros. Melee* on the GameCube



VERDICT	
GOOD	The four player action is fast, smooth and perfectly suited to the GameCube pad.
BAD	Some people will find the pace of the game too fast and frantic.
FUN	Many of the backgrounds are lacklustre and nowhere near as detailed as the fighters.
VALUE	Instantly accessible, with controls which welcome newcomers and reward experts.
LIFE	There's no doubt that this is a massive game with a multitude of things to do.
<i>Melee</i> is everything that <i>Super Smash Bros.</i> fans could wish for, far outstripping the last game in every department. It's an acquired taste, though.	



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6 66

LIFE IS LOUD

Every Wednesday.

LOG ON

<http://www.nbcourtside2002.com>

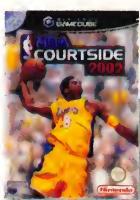
IN BRIEF

The NBA opens its door to GameCube in a sequel to the original Courtside Nintendo 64 titles (remember, fact fans, one game never came out in the UK). Season modes are complemented by three-on-three street matches and all your favourite stars for some sporting excitement.



NBA COURTSIDE

ARCADE FUN AND REALISTIC BASKETBALL SIMULATION COME TOGETHER TO BRING YOU A MIGHTY FINE BASKETBALL EXTRAVAGANZA.



	1-4 Players
	7 Blocks

Price:
£39.99

Release:
24 May

Publisher:
Nintendo

Basketball may not be as popular as football in this country, but that hasn't stopped two NBA titles from giving it a go on the GameCube. And after the success of EA's respectable *NBA Street*, Nintendo's *NBA Courtside 2002* is preparing to enter the fray.

A lot has been written about the game's digital face mapping and the first thing that will strike you is how closely the game's players resemble their real life counterparts. O'Neal, Bryant, Duncan and the rest of the NBA stars have all been faithfully modelled, making this one of the most realistic basketball titles to date.

But it's not just the graphics which make *NBA Courtside 2002* a pleasure to play as the passing system is one of the best ever. Instead of button presses, quick flicks on the yellow

C-Stick will pass the ball around and you can even perform exceptional give-and-go manoeuvres to open up the court and provide some space to shoot. It's certainly one of the easiest control systems ever devised and NBA rookies will soon be the kings of the court after only a few hours play.

The ground breaking GameCube controller's shoulder buttons are also put to good use depending on how hard you press them. Press down the **L** button as you steam towards the basket and you can expect to see some crowd-pleasing lay ups or a hoop-smashing slam dunk. Different styles of dribbling also depend on how hard you press the **L** button in conjunction with the **Y** key. Pressing it down fully will cause you to spin, but if you only press it half way your character will play the ball through their legs.



□ Combining buttons makes for some clever dribbling manoeuvres



NINTENDO
GAMECUBE

"WHETHER YOU ARE A LAKERS OR KNICKS FAN, *NBA COURTSIDE 2002* IS RIGHT UP THERE WITH THE BEST BASKETBALL SIMULATIONS."



2002

► As you'd expect, *NBA Courtside 2002* is bursting with the sorts of options that you've seen countless times before. Aside from the usual Quick Play mode and Season Play with its 82 matches, the game also features an arcade element which is similar to *NBA Street*.

Known as Arcade Play, this option only features a single rooftop court but it does provide an entertaining alternative to the strategy and formations of Season mode. Arcade Play is all about three-on-three, fast-paced matches complete with Hot Spots which allow you to shoot for more points than the usual three outside the key.

Your players will also perform some exceptional dribbles and outlandish jumps which look as if they've been ripped straight out of a *Hitz* or



PICK THE BEST, EVERY TIME

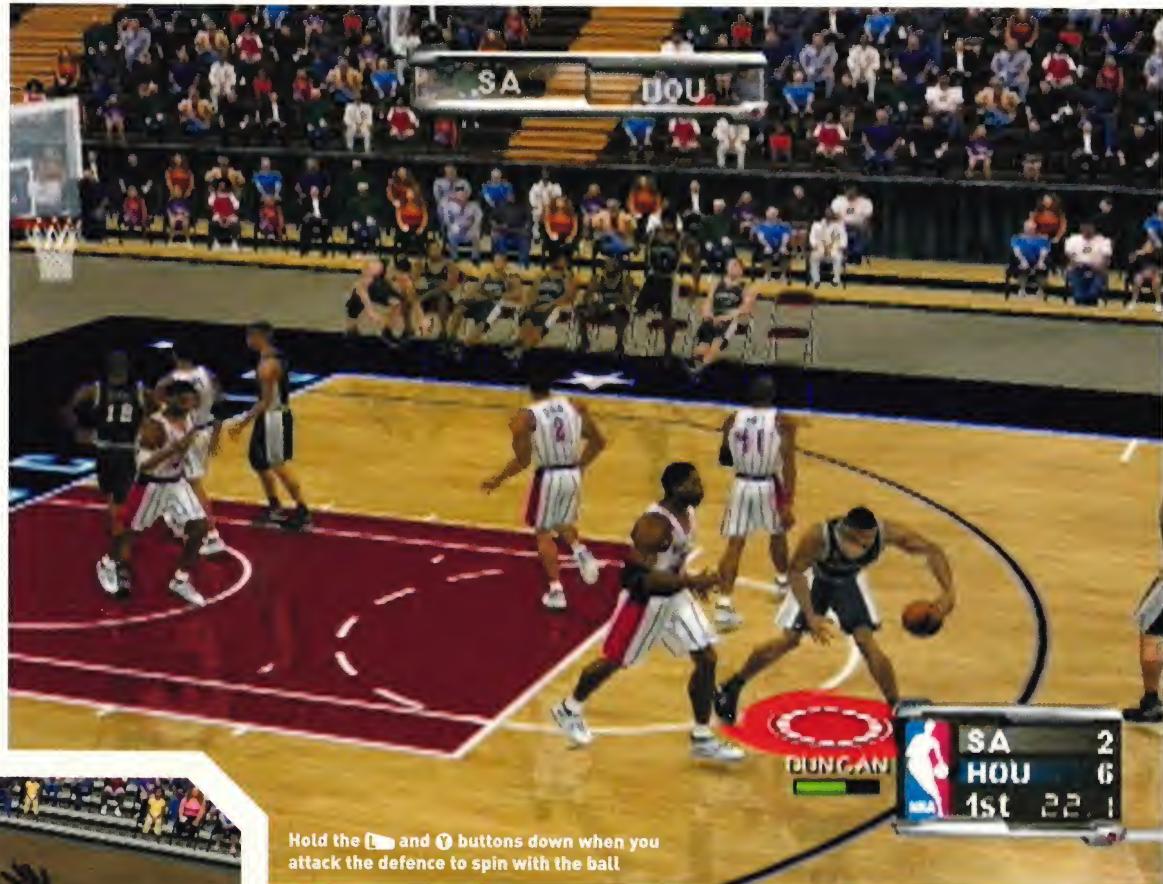
To pump up the fun in the NBA Season Play mode the developers have included draft picks and player trades to make the sporting experience as authentic as possible.

Turn on the Fantasy Draft option and you can choose a variety of new players. If you want to get the best sportsmen every time you can even choose to have the first draft pick, allowing you to create your own dream team without hassle.



A QUICK TIP TO GET YOU STARTED

To convert each free throw in *NBA Courtside 2002* a hoop appears in the corner of the game screen with a ball which rapidly changes size. To score a point you must hit the **A** button on your GameCube controller when the ball fills the hoop. However, if you press the button too early your shot will bounce off the rim. If you concentrate hard it's dead easy.



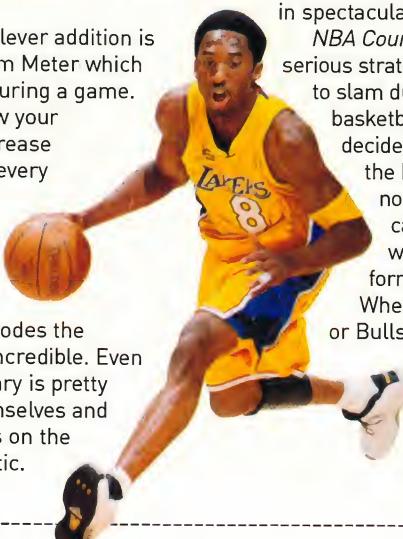
Hold the **L** and **Y** buttons down when you attack the defence to spin with the ball



□ There's only one outside court in the game

► **Blitz** game. Another clever addition is the game's Momentum Meter which moves continuously during a game. When it begins to glow your players' skills will increase dramatically, and for every basket you score during this time you'll be given an extra two points.

In the more realistic simulation modes the attention to detail is incredible. Even though the commentary is pretty basic the arenas themselves and the squeak of trainers on the court are very authentic.



Important stats are also regularly updated during matches to let you know when you last scored and how many points your rivals have secured during a quarter.

The Artificial Intelligence of the computer controlled players is also worthy of note. Not only do your opponents make it difficult for you to reach the basket, but your own players shuffle about the court, making moves and finding space without needing to be told. If, for example, one of your team mates waves their arm at you, pass the ball to them straight away and they'll alley-oop in spectacular style.

NBA Courtside 2002 also involves some serious strategic plays in addition to slam dunking the baskets. Your basketball stars will react when you decide to try different plays using the D-Pad, meaning that there's no need to stop the game as you can do this during a match and watch as your team changes formation on your command. Whether you are a Lakers, Knicks or Bulls fan, *NBA Courtside 2002* is right up there with *NBA Street* as a must-have basketball title. Even though this is more of a simulation than EA's





NINTENDO GAMECUBE

CREATE A PLAYER

The NBA is packed with great players, but if you want to try playing God there's a Create-A-Player mode to satisfy your creative urges.

You'll start with 260 points to make your own sportsman – more will be added as you play with them – and these can be spent across a variety of skills including three point accuracy, stamina and better dunking.

You even get the opportunity to choose your player's facial features, body type and muscle size, including the dimensions of their biceps and triceps.



□ Meet NOM's NBA star. We call him... Bob

Impressive dunking will trigger some close up action replays



□ In Arcade mode, players can perform huge leaps to the basket



□ Watch for rebounds if the defence beat down your shot



Check out the reflections on the highly polished courts

► hilarious game, the added fun of three-on-three arcade match ups and Three Point Contests will ensure that this sports simulation will be glued to your GameCube for many weeks to come. **Tim Street** NOM



Shots near the basket may only give you two points if they go in but they're safer than long efforts

VERDICT

GOOD

- There's never been a better passing system in a basketball video game.
- Some of the best player models and moves ever seen in a sports game.

BAD

- Intermittent commentary doesn't quite bring the basketball experience to life.
- Players don't get into much space when you pass the ball around.

FUN

- It's hard to make space on court so scoring points is difficult.

VALUE

- Plenty of moves to master and a full 82 game season will be enough for most fans.

LIFE

- Unless you're a serious basketball fan you won't return once Season mode is complete.

Despite its flaws, *NBA Courtside 2002* is your ticket to GameCube basketball nirvana. If dunking and alley-ooping float your boat, slam this winner into your console.

8



THE SIMPSONS

THE WORLD'S FAVOURITE CARTOON FAMILY ARE TAKING TO THE STREETS TO TRY AND STOP MR. BURNS' BUS COMPANY FROM WRECKING THE ROADS.



The most dysfunctional father in the world and the funniest by far



Price:
£39.99

Release:
Out Now

Publisher:
EA

Cartoon villains don't come much nastier than *The Simpsons'* Mr. Burns; let's face it, he'd sell his own mother to make money. Therefore it's no surprise to learn that Burns is behind all the trouble in *The Simpsons Road Rage*. Hoping to make a quick buck, Burns has purchased the Springfield Transit Corporation and is now charging extortionate fares for bus rides. The residents of Springfield

aren't happy about paying these new prices so they've set up a renegade taxi service in the hope of raising \$1,000,000 to buy back the ailing bus service and return things to normal.

At the start of the game you get the chance to control five famous Springfield residents; Homer, Lisa, Bart, Marge and Grandpa. Thirteen more characters become available as you start to rack up points, and eventually you'll get your hands on



NINTENDO
GAMECUBE

"WITH SUCH ORIGINAL AND GROUND BREAKING SOURCE MATERIAL, IT'S A SHAME THAT THE GAMEPLAY HAS BEEN STOLEN FROM *CRAZY TAXI*."



Fast work is rewarded by higher fares and time added to your game clock

► Snake, Ned Flanders and Chief Wiggum to name but a few.

Each cartoon hero has their own car from the TV series and you can even get to grips with some special vehicles such as Homer's snow plough from the *Mr. Plow* episode and the dream car which was designed for Homer's brother Herb in *Oh Brother, Where Art Thou?*

The city of Springfield has been recreated with all the attractions that you've come to know over the years, such as the Kwik-E-Mart and nuclear power plant. The colourful graphics look like they've been lifted straight from the TV series and you'll find yourself pointing out your favourite places and recalling the best episodes.

STAR SPOTTING

The Simpsons has been running for nearly 13 years and it's definitely an American institution. The show would have become incredibly dull if it had featured the same characters every week so, from time to time, well known celebrities have provided voices for some of the guest stars.

Over the years stars such as Kathleen Turner, Bono from U2, Danny DeVito and Paul McCartney have made guest appearances. Some famous bands have also featured, with acts as diverse as Aerosmith, The Ramones and Spinal Tap lending their unique musical talents to the proceedings.



Do you think *The Simpsons* watch themselves on television?



The rings which surround the customers provide you with enough space to grind to a halt

ROAD RAGE



Homer speeds off to earn some money, so look for the blue rings which surround would-be passengers



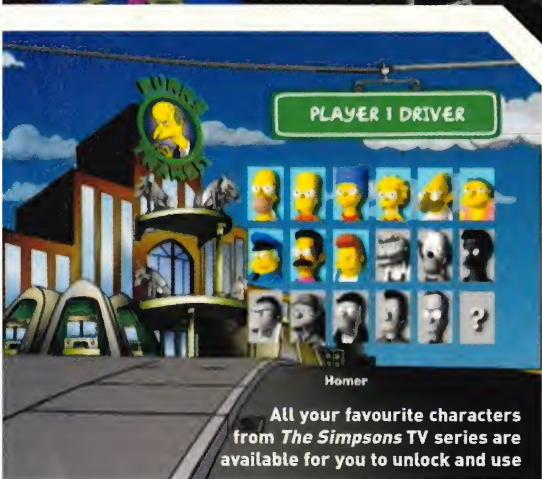
Help Otto pass his driving test in one of the Mission games. Smash the lamp posts to complete the test



Burns' buses tear around town and don't obey traffic laws



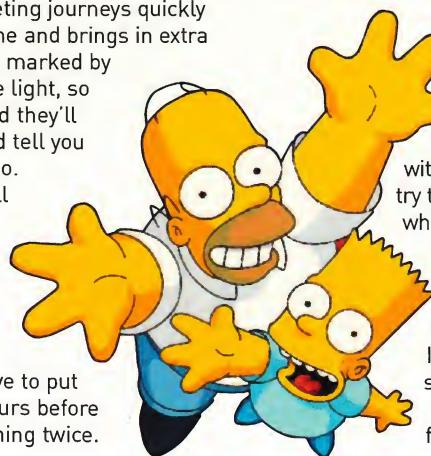
The Simpsons' family runabout makes an ideal taxi



Homer and Barney square off in the frantic two player game. Follow the hand to get to the passenger first

► With such original and ground breaking source material it's a shame that the gameplay has been stolen from *Crazy Taxi*. Players are given a time limit in which to collect passengers and deliver them to their destinations. Completing journeys quickly adds to your total time and brings in extra cash. Customers are marked by flashing rings of blue light, so stop next to them and they'll jump into the car and tell you where they want to go.

This is where you'll discover the game's best feature; the sound effects and speech samples. Each character has over 40 unique phrases so you'll have to put in a lot of gaming hours before you hear the same thing twice.



The hilarious sound bites range from Comic Book Guy's sarcastic 'Worst. Trip. Ever' remark on a slow drive to Homer's patriotic chanting of 'U-S-A, U-S-A'. Playing this game is like living in the city of Springfield and, if you're a fan of the series, you'll be grinning like Troy MacLure as you burn around the busy streets.

There are six different areas to ply your taxi trade and they begin with Evergreen Terrace. You'll need to unlock the other five areas by collecting the required amount of cash, but once you've racked up the dollars you can have a blast around the Entertainment District, Springfield Dam, the Nuclear Power Plant, Downtown and even Springfield Mountains.

Gamers have a choice of three single player games and a two player mode. Road

Rage, the main single player event, is where you travel around the locations, ferrying passengers to earn cash. If you're not familiar with the area it's a good idea to try the Sunday Drive mode which allows you to cruise around the streets at your own pace without worrying about time limits or collecting money. If you don't find the standard game exciting enough you can also opt for the Mission mode. This

ERM...
HELP!

OUTTA MY WAY

Some of the people who you pick up along the way can help you make money in more ways than one. When you collect some passengers they'll tell you to go faster or drive carefully and, if you do what they say, you'll receive more money when the journey is complete.

To get a Safe Trip bonus you have to take your customer to their destination without hitting other cars on the road. On the other hand, to receive a Road Rage bonus you must drive recklessly and destroy items such as lamp posts and rubbish bins.



□ Occasionally you'll be set tasks to complete, such as breaking things or avoiding traffic. If you're successful you'll be rewarded with more cash



□ If you're feeling reckless you can indulge in a spot of gratuitous power sliding on the grass



□ The two player game is fast and furious. Just follow the floating hand and you'll be alright



NINTENDO
GAMECUBE



► is a series of scenario-based levels where you get to play as some of Springfield's finest residents. Of the missions on offer, our favourite is Krusty's Escape where you have to help the outrageous clown escape from a gang of uncontrollable fans.

The Simpsons Road Rage relies too heavily on the cartoon franchise and doesn't have enough excitement or innovation to make the game enjoyable. Essentially, this game is a poor man's *Crazy Taxi* with none of the fun or urgency of Sega's classic cabby title.

There's no denying that the game has some excellent features such as the exciting Mission mode, authentic Springfield scenery and hilarious character animation, but *Road Rage* is ultimately a shallow experience which wears thin after only a few hours. **Dominic Wint**



VERDICT

GOOD

- Springfield locations and character voices that will delight fans of *The Simpsons*.
- The Mission mode adds extra life to the game and is a real challenge.

BAD

- Once the novelty wears off you'll realise that this game isn't much fun.
- *Road Rage* is thin on originality. It copies ideas from *Crazy Taxi* but it's not as good.

FUN

- You'll love the voices and the desire to unlock characters will keep you playing.

VALUE

- If you're determined to finish the game you're in for a long trip.

LIFE

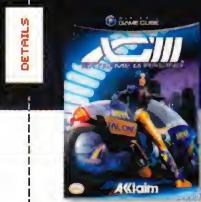
- The Mission mode and the two player option should keep this alive for a while.

The Simpsons Road Rage blatantly rips off *Crazy Taxi*, a title that's been around for years. But it fails to build on the formula, making for a dull and lifeless game.

5

LOG ON
IN BRIEF
http://www.acclaimuk.com

It may be a PS2 port but this is by far the best version of Acclaim's futuristic bike racer. Set in the 23rd Century, this is bike racing at the speed of sound with plenty of meaty weapons to wipe out the opposition.



1-4 Players
3 Blocks

Price:
£39.99

Release:
Out Now

Publisher:
Acclaim

EXTREME-G 3

THERE HAVE BEEN TWO AMBITIOUS GAMES SO FAR IN THE *EXTREME-G* SERIES BUT NONE OF THEM HAVE BEEN ABLE TO CHALLENGE THE MIGHT OF *F-ZERO X* AND *WIPEOUT*. UNTIL NOW, THAT IS...



Set in the first half of the 23rd Century, the *Extreme-G* series of futuristic racing games have always oozed *Blade Runner*-style cool. But despite the neat visuals and clever design one thing has always let the games down; the lack of speed. And then came GameCube, a machine which does fast like Beckham does free kicks.

So imagine our excitement when *Extreme-G 3* turned up in the post. Could this be the game which finally delivers the series' promises? Well, we're not going to beat around the bush – this game is fast. Alarming fast. In fact, it's hard to think of a speedier game, and that includes *F-Zero X* and *WipEout*. But like other futuristic speed fests, *Extreme-G 3*'s



NINTENDO GAMECUBE

SONIC BOOM

Extreme-G 3 boasts some nifty special effects, but none come close to the sheer splendour of breaking the sound barrier.

Once you pass 750mph the screen ripples and tears, followed by a bass heavy sonic boom. After that all you'll hear is a constant whooshing sound until you dip back under the sound barrier again, at which point the audio returns to normal. It's a thrilling moment.



□ Whooosh! Breaking the sound barrier is tremendously good fun



□ The motion trails all add to the futuristic experience



□ The outdoor tracks are the most spectacular



□ When a rival passes you, unleash your weapons

► appeal goes much deeper than the sensation of speed.

Motor sport in the 23rd Century has evolved and racing motorbikes which can break the sound barrier is all the rage. The tracks are made up of 360° loop-the-loops, corkscrews, upside down bends, side-on straights and vertical drops. Because of this the bikes are fitted with powerful magnets which keep them firmly rooted to the track despite reaching speeds faster than a passenger jet. Add 11 deadly weapons to the mix and you're looking at a sport which makes F1 seem like tiddlywinks.

The game's main mode is League, although Arcade, Time Attack and four player modes are also included. There are four Leagues to

conquer and, in time honoured video game tradition, you have to unlock new tracks by finishing races in a particular position. The first three Leagues in *Extreme-G 3* feature three tracks, while the final event offers a single race.

Each League is also divided into speed classes which begin at 250G, working up to the sound barrier-shattering 1000G. Progressing through these classes allows you to earn money and upgrade your bike. Cash is awarded depending on where you finish and your lovely lolly can be spent at the XG Mall.

Before the races start players must choose one of six racing teams.

Each squad has a certain attitude, whether it be the technology-obsessed



A QUICK TIP TO GET YOU STARTED

There's a way to increase your speed while travelling up or down a hill. If you pull back on the 3D Stick as you race up a hill you'll put more weight on the rear wheels, increasing your grip and boosting your overall speed. Pushing forward on the 3D Stick while you ride down a hill moves the rider's weight over the front wheels of the bike, pushing you down the slope quicker.



“THE INTENSE RACING EXPERIENCE IN *EXTREME-G 3* HANGS TOGETHER PERFECTLY.”



□ The game's so fast it'll make some players puke

10 / 12



A good tactic is to slam your rivals into the walls of the tunnel to slow them down



Some races are staged after dark

► team Talon or the girl power Vixen team. But while the teams look incredibly cool there doesn't seem to be much difference in their racing performance.

Each team features two riders and the choice completely depends on your personal preference rather than playing style. However, as all the riders' IQs are listed in the menu screen it's a good idea to go for the smartest racer - Neo Cumulus from the Talon team - who boasts an IQ of 190. Once you've made your choice it's straight on to the first race.

This is where the fun begins because, even though you start in the slowest speed class, the bikes steam along at a giddy pace. By the time you hit the first bend on Muon Harbour your speedometer should read somewhere in the region of 380mph and, for once in a racing game, it really feels like it. But all the speed in the world would be nothing without an intuitive control system, and *Extreme-G 3*'s got that covered, too.

The large **A** button is used to give your bike thrust and your weapons are unleashed by hitting **Y**, meaning that you don't have to let go of the gas to attack your rivals. This control system works superbly, and with the shoulder buttons handling left- and right-braking and the **Z** key toggling between available weapons, you're faced with a control system which is virtually perfect, especially as the 3D Stick boasts just the right level of sensitivity, making it easy to steer smoothly.

The game action itself is also spot on. When each race begins you can't use weapons or speed boosts, these powers only becoming available after a set amount

ARM YOURSELF

As this game is set in the 23rd Century you can't expect punters to watch unless some weapons are involved.

Extreme-G fans go to these races to see racers kill each other, and to help there's a range of devastating guns.

Coming as standard is the 5,000 rounds-per-minute Mini Gun, but for a little extra cash you could be sporting a rifle which can disable your opponent's steering. Or how about a heat seeking missile and micro mines? Our favourite is the Leech because, as the name suggests, it drains your rival's energy and transfers it to you.



Using weapons is your key to success in these violent and excessive *Extreme-G* races



NINTENDO GAMECUBE



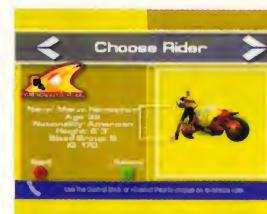
The camera dances around the tracks during dramatic replays



At moments like this your heart will be firmly in your mouth



Jumping can really help you nudge ahead of the pack



There are lots of different riders and bikes to choose from



You'll need a steady hand to steer through that ring ahead



Some of the tracks are amazing to look at and beautifully designed. Just look at the islands below you

VERDICT

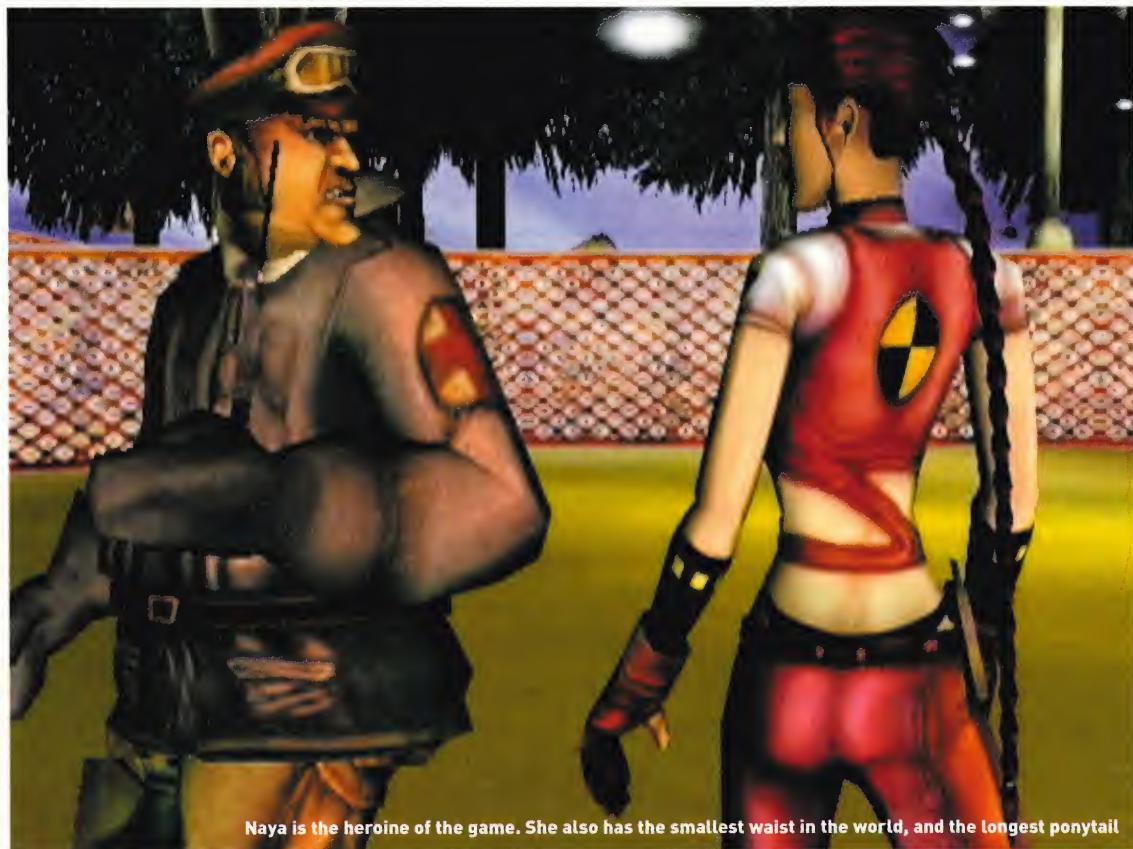
GOOD	The tracks are a stroke of genius and sparkling with originality.
BAD	Speed fans will have to look far and wide to find a faster racing game.
FUN	With just ten tracks on offer, the League mode is over too quickly.
VALUE	You can win without using the weapons, making them feel rather redundant.
LIFE	The control system is a joy and it gets you straight into the frantic action.
Ten tracks isn't enough. Luckily, the multiplayer options are fast and smooth.	
You'll be able to finish the game in a few days, but after that it might gather dust.	

Extreme-G 3 is a fast and stylish futuristic racer which is tremendous fun to play. It's just a shame that the racing thrills are over much too quickly.

8

LOG ON
IN BRIEF[http://www.
thq.com](http://www.thq.com)

An ambitious mix of snowboarding and objective led adventuring, starring a feisty red-haired heroine who's ready to conquer the mighty Mt. Garrick and uncover the horrible truths which are hidden on the summit. Think the X-Files with snow.



DARK SUMMIT

THERE'S SOMETHING SUSPICIOUS HAPPENING ON TOP OF MT. GARRICK AND ONLY YOUR SILKY SNOWBOARDING SKILLS CAN SAVE THE DAY.



DETAILS



Price:
TBC

Release:
24 May

Publisher:
THQ

Every game strives to have a unique selling point and *Dark Summit* is no exception. For the first time in video game history, this is a story-driven snowboarding adventure. And we're not talking about a lame competition-style story; instead, the plot features a government cover up, aliens and a dastardly plan which involves every cow on planet Earth. All this and a massive mountain to 'board down.

The mission is to find out what's happening on Mt. Garrick, but that isn't going to be easy because the mountain's resident ranger – the snowboard-hating Chief O'Leary – has closed certain parts of Garrick to all 'boarders. Playing as Naya, a shapely, red-haired snowboarding vixen, you must solve this X-Files-style mystery and save the day.





NINTENDO GAMECUBE

THE TRICK TO TRICKING

Dark Summit is definitely worth considering if you enjoy games with simple controls. And even though this title boasts a healthy selection of tricks and moves, it certainly doesn't require much dexterity on the buttons. Air tricks are pulled by using the 3D Stick and the **Y** button, while Grinds are unleashed by using the **1** key. Special moves are performed using a combination of the **A**, **B**, **X** and **Y** buttons.



□ The controls and tricks couldn't be easier to perform in *Dark Summit*

"THE WORST THING ABOUT THE GAME IS ITS POOR SENSE OF SPEED WHICH MAKES DARK SUMMIT SEEM PEDESTRIAN."



The levels get really tough as you progress, with tough obstacles to avoid

► The adventure begins with a high-ranking spy who challenges Naya to prove herself on Mt. Garrick, kicking off 45 objectives which are not unlike the sorts of tasks found in the *Tony Hawk's* games. Completing these tasks unlocks hidden areas of the mountain, slowly revealing the truth.

The challenges are a varied and inspired selection which include chasing other snowboarders, finding bombs and trick orientated tasks such as performing a 540° five times within a time limit. Many of these missions work well and are loads of fun to complete, but tasks which require you to find a hidden object are frustrating as Mt. Garrick is a massive place. Snowboarding

from the top to the bottom of the game's four courses can take ages and that doesn't include the time spent exploring nooks and crannies to find goodies.

The control system used in *Dark Summit* leaves a lot to be desired. Steering your heroes is fine as the 3D Stick is set to the right sensitivity, but as you slide down the tracks you often end up hitting obstacles which appear to be outside your racing line, slowing the pace of the game and making it hard to complete the time-based objectives. However, the worst thing about the game is its unconvincing sense of speed which makes this snowboarding experience seem much too pedestrian. **Rich Marsh**



□ You often end up hitting objects which appear to be miles away



□ Finding devastating bombs is just one objective in *Dark Summit*



□ It all looks nice but the action moves too slow

VERDICT

GOOD	It's the sort of idea that could fall flat on its face, but the story works most of the time.
BAD	The trick system is easy to get the hang of, as is 'boarding down the slopes.'
FUN	Sometimes the objectives leave you scratching your head in confusion.
VALUE	The sense of speed is poor, robbing the experience of any excitement or pace.
LIFE	This isn't a difficult game so you should be performing tricks right from the start.
	The mountain is big and unlocking all the game's goodies is a massive challenge.
	The multiplayer modes are fun but you won't revisit the single player game.

Dark Summit dares to be different and offers a pleasing mixture of snowboarding and adventuring. However, it's just not fast or exciting enough.



LOG ON
IN BRIEF<http://www.ubisoft.co.uk>

The evil magician Merlock has kidnapped Donald Duck's missus, the lovely Daisy, after her undercover news report to expose the wizard was rumbled. Donald Duck is now on a mission to find his girlfriend in a conventional platformer for kids.



□ If you manage to collect the numerous cogs on each level you can start to unlock the game's special moves



□ Donald Duck can use double jumps and special attacks to beat the hell out of the numerous cartoon enemies

DONALD DUCK QUACK ATTACK

DONALD DUCK ISN'T THE HAPPIEST DISNEY CHARACTER, SO WHEN SOMEONE KIDNAPS HIS LADY YOU'D BETTER NOT STAND IN HIS WAY.

The magic of Disney wasn't quite so enchanting in *Tarzan's Freeride* which only scored six out of ten last issue, but Ubi Soft are hoping that it's got a platforming winner on its hands with *Donald Duck Quack Attack*. Unfortunately, this isn't the case.

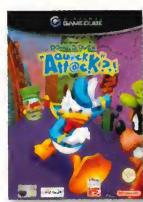
Playing in a similar style to the N64 game of the same name, *Donald Duck Quack Attack* features

linear levels which are perfect for players under ten. You control Donald who's on a mission to find Daisy with the help of Gyro Gearloose and his Gyro-Gamma-Tubal-Teleport. Using Gyro's contraption you must travel across 22 levels and save Daisy from Merlock the magician's temple.

Reaching your destination sees you exploring levels which run on rails, with occasional moments of jumping and punching action to help you get past particularly tough hazards. If you're a fan of the open spaces in *Super Mario 64* and *Banjo-Tooie* you'll be disappointed by the

worlds on offer in *Quack Attack*. The game also features 2D side scrolling stages, but even though these add something different to the limited gameplay the camera is often too slow to keep up with the action, leading to frustrating moments.

Donald can hit his opponents with various attacks such as the Soccer Chop or the Hi-Sky Dive by pressing a variety of buttons within a three second time limit. To do this you have to collect five cogs in under a second and, as there are numerous cogs to collect on each level, you'll soon find yourself breezing through the four worlds and performing



	1 Player
	6 Blocks

Price:
£39.99

Release:
Out Now

Publisher:
Ubi Soft



□ Snatch the weather vane at the end of each level to power up Gyro's teleporter



□ Meet Merlock, the evil magician who kidnapped Donald Duck's good lady



NINTENDO GAMECUBE

DISNEY FACES

Donald's GameCube adventure wouldn't be complete without a few other Disney characters joining the fun, so *Quack Attack* stars some good and bad eggs.

Donald's nephews – Huey, Dewey and Louie – have put their brains together to train their uncle how to perform special attacks. The game's bosses are also based on classic Disney characters, including Merlock the evil magician, the Beagle Boys and Bernadette the Bird.



□ Bernadette the big bird takes the lead in one of the game's toughest boss battles



□ Gladstone, the bird on the left, is also in love with Daisy



Don't be fooled by the cartoon graphics as some jumps require perfect timing. Watch your shadow to see where you'll land



□ The levels in *Quack Attack* look like a cartoon but the action is staged along a set route

“IT'S BASED ON ONE OF DISNEY'S MOST ENDEARING CHARACTERS, BUT *QUACK ATTACK* DOESN'T OFFER ANYTHING NEW.”

► special attacks every step of the way. How easy does that sound...? *Quack Attack* surpasses Donald Duck's N64 platforming title with some exceptional cut scenes and levels which are brimming with colour and energy, from the steep slopes of Duckie Mountain to the sprawling metropolis of Duckburg. The developers have even made Donald's temper tantrums funnier to look at this time and incorporated real character voices which will wow younger players who are used to watching the Disney cartoons.

Despite being based on one of Disney's most endearing and hilarious cartoon characters, *Donald Duck Quack Attack* doesn't bring anything new or innovative to the tried and tested platform genre.

Quack Attack is an ideal adventure for younger GameCube owners, but older and more discerning players will sail to the final battle with Merlock in a matter of hours. **Tim Street**

VERDICT

GOOD	■ Unlike in the N64 version, the characters have voice samples and they sound great. ■ Disney-loving platform game fans will love the challenges on offer.
BAD	■ If you've completed bigger platform games, this is a waste of money. ■ It's just a rehash of <i>Quack Attack</i> on the N64 with slightly better graphics.
FUN	Jumping and bashing moves will get you far, with only special attacks requiring skill.
VALUE	Save your money and wait for a better platform game to come along.
LIFE	Only give <i>Quack Attack</i> a go if you haven't tried the N64 version.

Donald Duck's platform japes are overly simple, and if you've been playing games for a while you'll have this licked in days. This is one for the kids only.

5

LOG ON
IN BRIEF<http://www.acclaimuk.com>

Acclaim opens the wrestling archives, giving you a chance to challenge some of the world's most famous fighters.

Over 40 stars including Hulk Hogan feature in this title which is set to be the GameCube's first wrestling sim.



LEGENDS OF WRESTLING

CLASSIC CHARACTERS FROM THE WRESTLING WORLD HAVE THE CHANCE TO SHINE AGAIN ON THE GAMECUBE. SHAME THE GAME AIN'T MUCH COP.



DETAILS



Price:
£39.99

Release:
Out Now

Publisher:
Acclaim

WWF Wrestlemania X8 is currently slated for a late 2002 release, but if you can't wait for your first taste of GameCube brawling there's only one title ready to step into the ring and that's *Legends of Wrestling*.

Unlike the N64's classic WWF titles this game focuses on the geriatrics of the grappling world, giving them a chance to prove that they aren't ready for the retirement home just yet. Shift over 'Stone Cold' Steve Austin and Triple H because this game is all about giving the old skool stars a shot, including timeless heroes such as Hulk Hogan, Bret 'The Hitman' Hart and Jerry 'The King' Lawler.

Over 40 of the most famous wrestlers are stepping onto the GameCube canvas and they've been brought to life in three different

modes which include the traditional Career and Exhibition bouts. But despite similarities to the awesome WWF games on the N64, the characters in *Legends of Wrestling* look distinctly average, with 3D models that would have looked at home on Nintendo's 64-bit console. Each wrestler lacks detail and their sluggish movements in the ring, combined with slow responses, gets frustrating as you wait for your fighter to react in tense situations.

Despite this, *Legends of Wrestling* does incorporate a gameplay feature which has not been seen before in a grappling game. A Combo Meter appears in the corner of the screen after you've given your opponent a particularly nasty bruising or if you manage to put them in a hold. If you then press the highlighted button at the right time your wrestler will



He may be part of the WWF these days but Hulk Hogan is still a wrestling god



In Career mode, impressive injuries are highlighted on the game screen



NINTENDO GAMECUBE

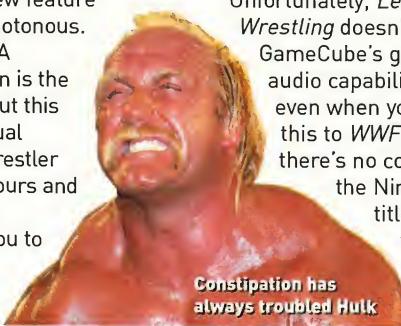
"WHEN YOU COMPARE THIS TO WWF NO MERCY, THE N64 GAME STILL WINS HANDS DOWN."



The audience won't be happy if you keep performing the same moves over and over again, so vary your attacks

► follow their vicious attack with a special move or even counter your rival's next assault. But even after a few rounds this new feature becomes monotonous.

The Create A Wrestler option is the best thing about this game. The usual selection of wrestler sizes, hair colours and costumes are available for you to choose from, but added extras



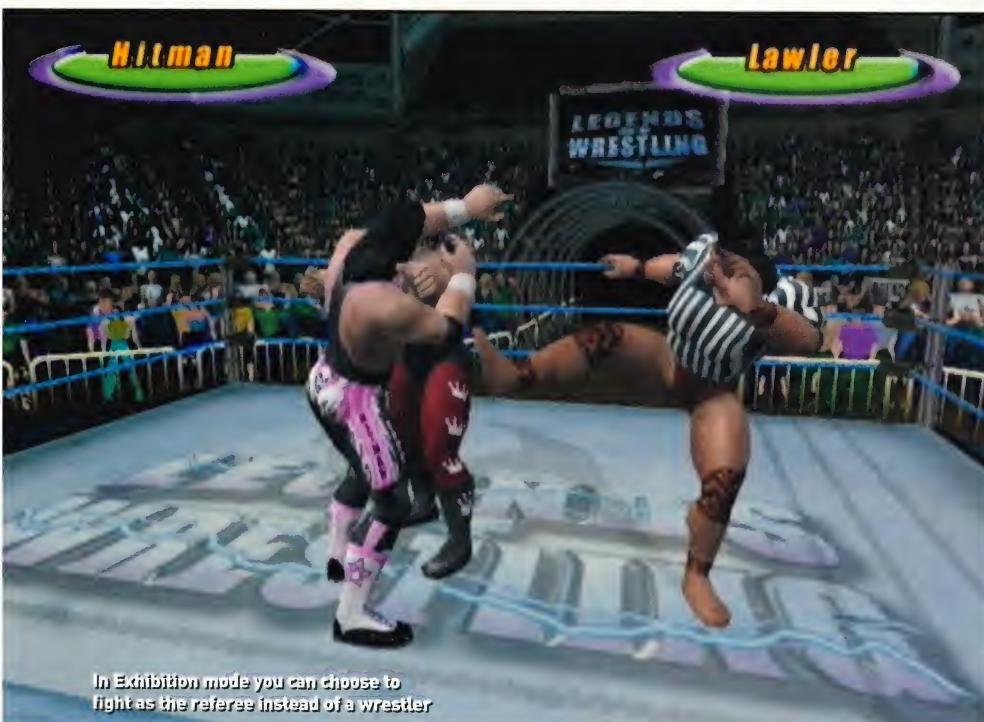
The Create A Wrestler mode has been done before, but the *Legends of Wrestling* version is impressive

include simple delights such as deciding what weapon they'll carry, the arsenal including a spear and a branding iron.

Unfortunately, *Legends of Wrestling* doesn't push the GameCube's graphical or audio capabilities and, even when you compare this to *WWF No Mercy*, there's no contest; the Nintendo 64 title still wins hands down.

Tim Street

Constipation has always troubled Hulk



In Exhibition mode you can choose to fight as the referee instead of a wrestler

STATE TO STATE

Professional fighters are always on the road and the grapple stars in *Legends of Wrestling* are no exception.

Select Career mode and you'll have the opportunity to travel across the USA, defeating opponents as you go.

Five different regions are available from the east to the west coast, giving you a chance to showcase your grappling talents in New York, Dallas and America's gambling capital, Las Vegas.



Have you got the skills to defeat everyone who brings it on?



Your opponent isn't the only one to be slammed against the canvas. The ref can get injured, too

VERDICT

GOOD

- It's fun to fight as some of the biggest stars to ever enter the wrestling ring.
- Create A Wrestler modes may not be new but this one is packed with options.

BAD

- The longest loading times ever seen in a GameCube title. Yawn, yawn, yawn...
- Some camera angles are unforgivable. You can't see the action from the bird's eye view.

FUN

The combo meter and counter attacking moves make a change to other sims.

VALUE

You'd expect better graphics and sound effects from such a powerful console.

LIFE

The sluggish controls will have you reaching for your *WWF No Mercy* cart.

Wrestling is one of the world's most popular sports but this game is awful. With poor controls and dated graphics, you'd be better off waiting for *Wrestlemania X8*.

5

LOG ON

<http://www.midway.com>

One of the biggest arcade games of the '80s gets a next gen overhaul. *Spy Hunter* stays true to its roots and serves up a selection of gun-heavy driving missions, featuring a vehicle with more gadgets than a garage full of Bond cars.

DETAILS

Price:
TBCRelease:
31 MayPublisher:
Midway

SPYHUNTER

SPYHUNTER STARS A HIGH POWERED, WEAPON-PACKING CAR WHICH IS PERFECT FOR LAYING WASTE TO AN ARMY OF TERRORISTS.

It's testament to the power of video games that people still talk about the original *SpyHunter* arcade blaster from the 1980s, even though the adventure is nearly 20 years old.

Cut to the here and now and a 3D *SpyHunter* quest is on its way to the GameCube to dazzle a new generation of players. Like its predecessor, the game involves taking control of the G-6155 Interceptor super car and dishing out serious punishment to the Nostro

organisation, an evil band of terrorists who are led by the amusingly-titled Daemon Curry.

Nostro plans to unleash an updated version of the Four Horsemen of the Apocalypse on Earth. Naturally the International Espionage Service isn't going to sit back and let that happen, instead dispatching agent Alec Sects to stop them in the G-6155 Interceptor.

The car is just as well fortified as it was in the 1980s, with a huge range of weapons at its disposal.





NINTENDO GAMECUBE

► The motor's arsenal is split into defensive and offensive weapons. Oil slicks, smoke screens and flame throwers make up your defensive tools and they're vital if you want to shake off the Nostro agents who are hot on your heals. Offensive weapons include the standard 9mm machine gun, which is also backed up by bigger and better weapons such as guided missiles and a rail gun.

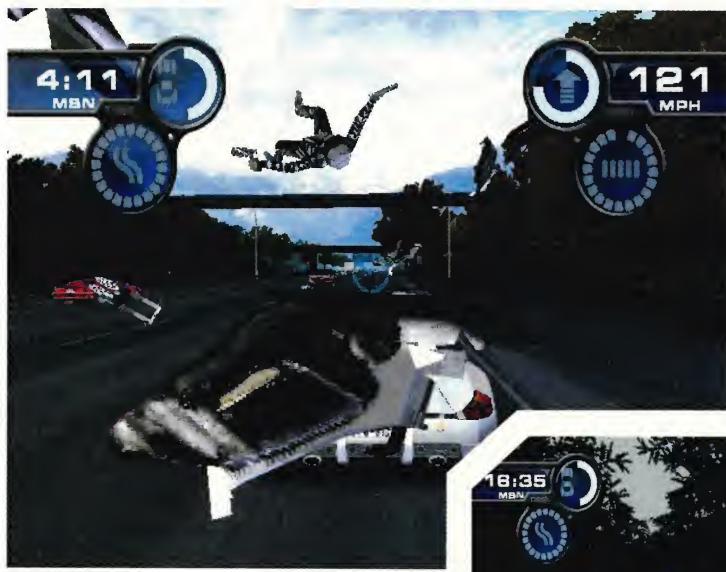
There are 14 different missions in the game and they're staged all over the globe, with key levels set in Frankfurt, Venice, Key West and England. The tense missions range from escorting a fleeing ally from Nostro forces to destroying enemy helicopters in the

sky above you, and each level also has a selection of primary and secondary objectives which, when completed, earn you points that are used to unlock later levels.

SpyHunter allows players to progress to the next stage even if they haven't completed all the mission objectives, but access to later levels is limited. This system forces gamers to revisit missions and finish them completely, adding replay value to the experience. And as there are only 14 tough yet brief levels in the game, any elements which inspire you to return to the stages you've completed is a welcome addition to this entertaining package. **Rich Marsh**



□ Don't let anything stand in your way



□ Like in the original arcade game, try to avoid hurting innocent people as you chase the bad guys

"THE CAR'S JUST AS WELL FORTIFIED AS IT WAS IN THE '80S."



□ The effects in the GameCube edition are cool

THE ORIGINAL TRANSFORMER

If you haven't heard of *SpyHunter's* G-6155, just imagine a super-charged James Bond sports car.

The sleek motor can transform into a boat and, if it becomes seriously damaged, the G-6155 can shed most of its bodywork to become a motorbike or jet ski, allowing you to make your escape.

Equally impressive is the special lorry which you'll come across at various points in the game. This mobile marvel allows the G-6155 to drive on board for a full service.



□ When your car's knackered it changes into a bike

VERDICT

GOOD

■ The missions offer plenty of variety, with enough objectives to keep you busy.
■ The car is still cool, but what makes it work is the great selection of weapons.

BAD

■ Graphically this could be an N64 game, which ain't great if you've just bought a 'Cube.
■ This game has frame rate issues, with some sections slowing down noticeably.

FUN

Some of the missions in this game are great fun to play.

VALUE

Two player mode is fun, but unlocking it requires effort in the single player game.

LIFE

This game keeps you on your toes at all times with a testing selection of challenges.

SpyHunter is a fun game which is let down by poor graphics and a choppy frame rate. Otherwise it's a playable game with some great ideas and fast-paced action.

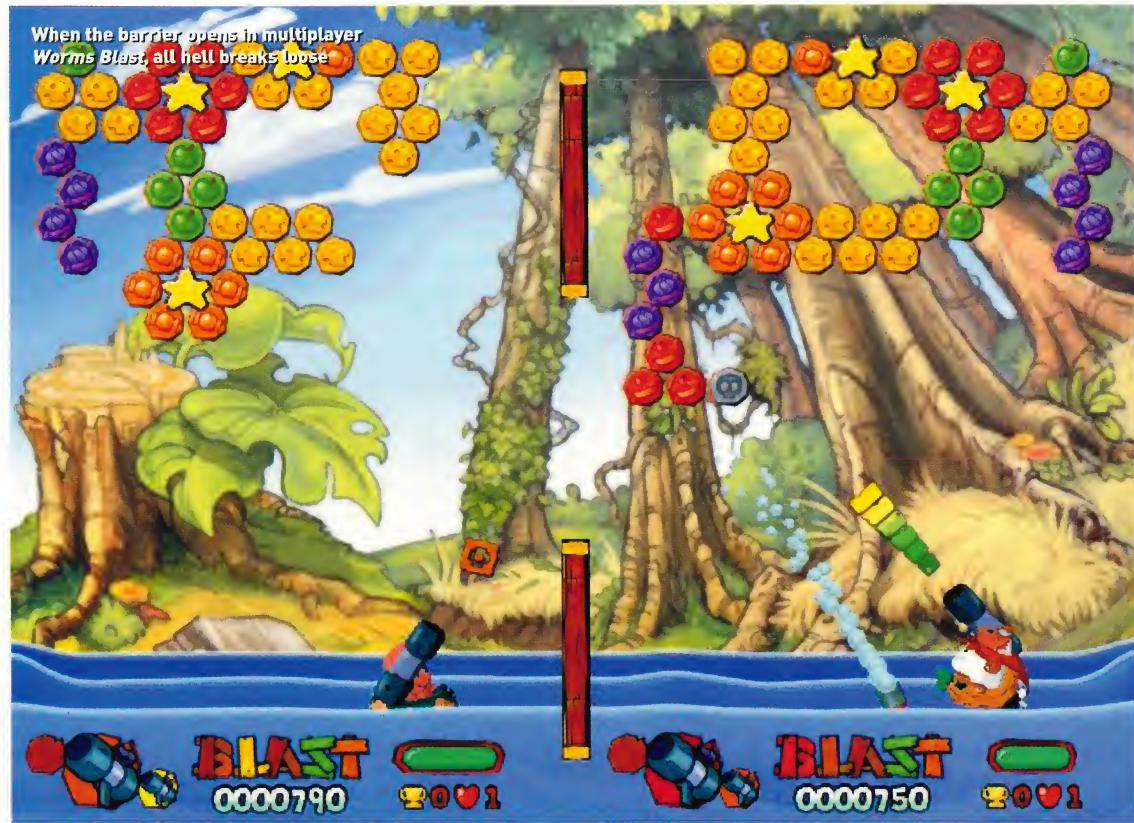


LOG ON

IN BRIEF

[http://www.
team17.com](http://www.team17.com)

Frantic puzzle action starring the Worms family and featuring some tasty weapons and a selection of *Bust A Move*-style puzzles. Our favourite part of the game is the two player versus mode. It rocks.



WORMS BLAST

WORMS VIDEO GAMES HAVE WORKED THEIR WAY INTO THE HEARTS AND MINDS OF PLAYERS ACROSS THE GLOBE, DESPITE THE FACT THAT THE GRAPHICS ARE SIMPLE AND THERE'S NO PLOT WORTH MENTIONING.

Worms Blast – the latest in a long line of games starring the famous annelids – has moved away from its classic battle structure and deep into puzzle territory. Worms Blast takes the best elements of games such as *Bust A Move* and injects them with Worms' warped sense of humour and familiar characters such as Calvin the sheep, Ethel the old lady and Stavros the skunk. And just like the battle games which came before, this puzzler comes into its own when you play it with someone else.

The aim is pleasingly simple. Playing as one of nine water-based

characters you must manoeuvre your boat and use a cannon to fire shells at a sky filled with coloured circles. Join a colourful cannon shell with a like-coloured circle and all connecting objects of the same shade will disappear. The cannon itself is fired using a power bar which allows you to accurately aim your shots; the longer you hold down **A** the further your gun will fire. This method of firing adds a measure of skill which is missing from games such as *Bust A Move* and ensures that

Worms Blast is easy to pick up but a nightmare to master.

However, it's worth persevering with the controls as a



□ The circles may seem bewildering, but it soon becomes second nature



□ You can choose to play against the computer or another human player. The GameCube puts up a decent fight



1-2 Players 3 Blocks

Price:
£39.99

Release:
24 May

Publisher:
Ubi Soft





NINTENDO GAMECUBE

"THE GAMECUBE IS LACKING IN PUZZLE GAMES, BUT *WORMS BLAST* IS A GREAT BRAIN TEASER TO START YOUR COLLECTION."



□ The graphics in *Worms Blast* are pretty basic, but this title is all about ace playability



□ When the barrier is closed you can focus on your own puzzles and earn awesome power ups



□ Incoming! As soon as the barrier opens you can expect dozens of projectiles to come pouring through

► bevy of well-aimed shots will usually release a special power up. The variety of power ups in *Worms Blast* is commendable and the bonuses you can collect include items which will be familiar to *Worms* fans such as bazookas and shotguns, along with brand new goodies like the destructive laser and meteor showers.

Worms Blast is fun by yourself but it excels in its multiplayer challenges because you have to destroy the coloured circles and obliterate your opponent at the same time. This is achieved by firing missiles at your hapless foe once the barrier separating your

arenas has opened. And because the barrier only opens for a few seconds it makes for some frantic shooting and manoeuvring.

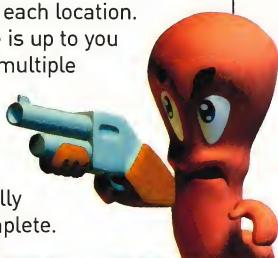
Solo players also have the option of challenging the computer – which is surprisingly cunning – or taking part in the game's massive Puzzle mode which features 60 individual challenges, ranging from timed events to shooting trials.

The GameCube is currently lacking in puzzle games but, if *Worms Blast* is anything to go by, Nintendo's new console will be the place to be if you want manic brain teasers. **Rich Marsh** NOM

TAKE A TRIP

The massive single player Puzzle mode is *Worms Blast*'s main solo option and it should keep fans of video game brain teasers happy for quite a while.

The Puzzle mode is presented as a map screen and the aim is to travel to the volcano island in the middle, playing puzzles in each location. How you get there is up to you as the island has multiple routes, which is a godsend as some of the challenges along the way are virtually impossible to complete.



□ Play with your Worms in each location

VERDICT

GOOD

■ Nice and easy to pick up, but with enough challenges to keep you coming back.
■ Visually, the coders have captured the look and feel of the *Worms*' universe.

BAD

■ The boats can be a little slow to react to the frantic pace of the game.
■ Some of the puzzles are just plain evil and they will leave you frustrated.

FUN

Two player games are magic and will eat huge chunks of your life.

VALUE

Puzzle wise, there isn't much else out there apart from *Super Monkey Ball*.

LIFE

There are 60 puzzles to solve and a world of two player battles to explore.

Worms Blast's addictive puzzle action is a perfect example of how a simple-looking game can still deliver the goods. Definitely worth a look if you like puzzlers.



LOG ON

<http://www.acclaimuk.com>

IN BRIEF

Drive a massive rig from the east to the west coast of the United States and deliver valuable cargo along the way.

Beat your arch trucking rival, Lizard Tail, to the finish line as you speed from the Big Apple to Las Vegas and then on to San Francisco.



18 WHEELER AMERICAN PRO TRUCKER

SEGA'S CLASSIC ARCADE TRUCKING GAME IS ROARING ONTO THE NINTENDO GAMECUBE.

The GameCube has already hosted high speed racing in taxis and Indy cars, and now it's the turn of 18-wheeled lorries to throw the Highway Code out the window and cause havoc on the roads.

18 Wheeler is a port of the distinctive Sega arcade game which stood out from the crowd as the original cabinet featured a life size steering wheel and a powerful horn. However, the GameCube edition isn't worth £40 because you can finish all the challenges in under an hour.

Just four game modes are available in *18 Wheeler* – Arcade, Parking, Score Attack and Versus – and once you've completed the main single player mode there isn't much left to go back and enjoy. Okay, you

can try to beat your high scores or have a laugh in the two player mode, but it's a shame that the developers of *18 Wheeler* didn't add extra stages or options to spice up the experience.

As it's an arcade port the graphics in *18 Wheeler* are also showing their age. Two years is a long time in the world of video games, meaning that the game now looks grainy, with track side scenery which pops up out of nowhere, making it hard to avoid hazards and plan your route. It's definitely not of the standard we've come to expect from the GameCube.

The Arcade mode sees you picking one of four redneck racers, choosing your cargo and getting out on the road. The heavier the load you choose to deliver the more money you'll earn if you



1-2 Players 3 Blocks

Price:
£39.99

Release:
31 May

Publisher:
Acclaim



Time waits for no man in the Arcade mode. Hit the gas and move out



Lizard Tail is your rival and he'll cut you up at every opportunity



NINTENDO GAMECUBE



□ A parking challenge opens up if you beat Lizard Tail, and if you complete it you get a lorry upgrade

"IF YOU'RE GOOD YOU'LL FINISH 18 WHEELER IN UNDER AN HOUR."



□ In Score Attack mode you have to complete three tough laps within the time limit



The time cars are essential if you want to reach the checkpoints, so smash them for three extra seconds

TOP GEAR

To reach each racing checkpoint before the timer hits zero you need to keep your speed above 50mph at all times. And if you want to make your lorry accelerate faster you'll need to master the mysterious art of slipstreaming.

If you pull in behind other lorries you won't be affected by oncoming winds and this makes your speed rocket. This exhilarating moment is indicated by the Slipstream icon which appears on screen as your rig thunders past its hapless rivals.



□ Pull in behind other rigs and you can use their slipstream to build your speed and steam into the lead

► cross the finishing line in one piece. However, in our experience the different cargos don't seem to affect your performance.

All that stands between you and success are harsh checkpoints and your trucking rival, Lizard Tail, who'll try everything to smash up your load and ram you into oncoming traffic. If he beats you to the finishing line you'll lose out on a healthy bonus, but beating Lizard Tail in a parking challenge will enable you to win better parts for your truck which include an enhanced horn and a more powerful engine.

As arcade racers go *18 Wheeler* is great fun, but players with an ounce of skill will easily finish the entire game in under an hour. It really is that easy. **Tim Street**

VERDICT

GOOD

■ Controlling your giant rig is a cinch as the controls are incredibly easy to pick up.
■ Sit inside the cabin as this view captures the thrill of driving an 18-wheeled lorry.

BAD

■ As there are no extras you'll be gutted that you spent £40 on such a short game.
■ It's been two years since the arcade game but the graphics haven't been improved.

FUN

Driving a truck beats karts or bikes and the in-cabin view feels authentic.

VALUE

Because it's so easy to control, beating the game will only take a couple of hours.

LIFE

Beating your own records is the only thing that will make you return.

18 Wheeler is a breath of fresh air but the fun is short lived as there are few game options. You'll easily have this whole game licked in one sitting.

4

<http://www.konami.com>

Ten winter events are on offer, including skiing, skating, snowboarding and Britain's new favourite sport, curling. All the events stick close to the roots of *Track & Field* games, so sufferers of RSI need not apply.



ESPN INTERNATIONAL WINTER SPORTS 2002

KONAMI INVITES YOU TO COOL OFF THIS SUMMER WITH THE CHILLY DELIGHTS OF ITS WINTER SPORTS SIMULATION.

With summer just around the corner, it may not seem like the best time to release a winter sports game. However, Konami is hoping that the magic of its classic *Track & Field* games will rub off, helping to create a timeless sports sim that's fun to play no matter what time of year it is.

Created by the same studio that brought us *ISS2*, this is a well presented and accessible romp through ten winter sports with the option of hooking up with a mate for two player sessions. The gameplay itself will be familiar to fans of the *Track & Field* formula, with loads of furious button bashing and pinpoint timing.

Players can take part in downhill, freestyle and slalom skiing, along with two different ski jump events. On top of that you can try your hand at speed skating, half-pipe snowboarding, bobsleigh, curling and figure skating. In general the sporting events are well presented with

clear explanations of what's required to play, and the competitors themselves are well animated with fluid and convincing movement.

Trial and Championship are the two main single player options. Trial is your opportunity to get familiar with the ten disciplines while Championship offers the opportunity to choose a competitor from one of the eight countries on offer and try for records and medals.

It all sounds great, but *ESPN International Winter Sports 2002* is let down as some of the events lack any fun or excitement, particularly the painfully slow bobsleigh challenge and the uneventful downhill skiing.

Other games such as the graceful and deceptively testing figure skating event are great fun to play, as are the exciting ski jumping and curling competitions. Like Britain's performance in the real Winter Olympics, this game is inconsistent. **Rich Marsh**



DETAILS
1-2 Players
3 Blocks

Price:
£44.99

Release:
Out Now

Publisher:
Konami



VERDICT

GOOD

+

BAD

-

■ Some events are fun to play, with a combination of skill and button bashing.

■ Competing against mates is what this game does best, but it's only for two players.

■ Some of the faster events are slow paced and lack excitement.

■ The ten events can quickly become stale, especially in the single player mode.

This game has all the makings of a fun challenge, but the ten events aren't consistently good and some even border on boring. And where's the four player?

6

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<http://www.thq.co.uk>

Strap yourself into a family saloon, slap on a couple of sponsor stickers and powerslide your way around the mud tracks and gravel trails of worldwide rally racing. As you advance choose from 15 different types of official rally cars and hurtle hell-for-leather around 42 tracks in all manner of exotic locations including Spain, Kenya and Australia.



Two player, two cart. Data saves to battery back-up.



Price:
£29.99

Release:
June

Publisher:
THQ



GT Advance's intro screen looks both colourful and stylish



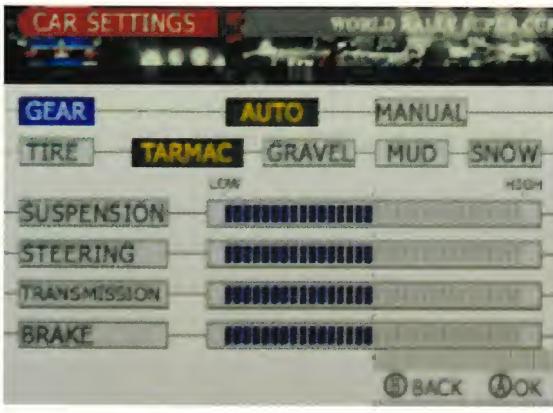
Sometimes you'll wish that the damned navigator would shut up

GT ADVANCE 2: RALLY RACING

THE ORIGINAL GAME WAS THE BEST SELLING GBA RACER IN THE UK AND THIS POLISHED SEQUEL IS DESTINED TO BREAK ALL PREVIOUS RECORDS.



It's ok for you to say Easy Right, you're not the one who's driving



The useful Car Setting screen. Functional, if far from pretty

Once again, we find ourselves exclaiming 'how do they do it?'. How is it possible that a full-on, dirt-spitting, gas-guzzling rallying game can manage to convey such a feeling of speed and excitement on the Game Boy Advance's tiny screen.

Maybe there's some sort of voodoo magic involved but, whatever it is, the result is stunning. The original *GT Advance* was popular enough, if slightly hampered by the unwieldy password system. Now that flaw has been replaced by a Save to Cart option, this looks like being the perfect save solution for petrol heads.

From the moment you turn on your GBA the quality is obvious. Rally cars fly at the screen in a hair-raising opening sequence that leaves you eager to get started. Before pressing pedal to metal you should take time to navigate around the Car Settings option which allows you to choose your car and then tinker with it.

As well as deciding between Automatic or Manual control you get to select the appropriate tyres for different surfaces such as gravel, snow and tarmac. You can also tweak a variety of handling stats including suspension, steering, transmission and brakes. Be warned, though – with such refinements available there really is no excuse for driving like a geriatric snail. At first your choice of car is limited but, as you win more races, you'll unlock new vehicles with vastly improved stats.

Overall, the presentation is top gear with the sound effects really adding to the turbo-charged atmosphere. Stick on a pair of headphones and you'll be amazed as cars roar past your ears when you overtake or get overtaken. Even more realistic are the frantic orders barked at you by your navigator as he warns you about



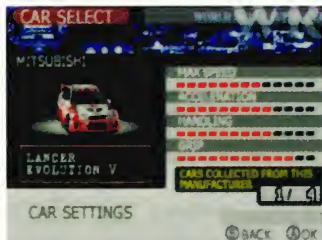
GAME BOY ADVANCE



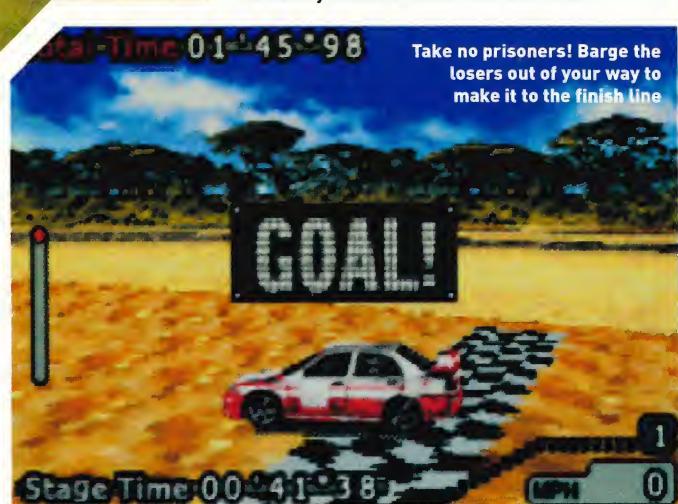
The entertaining replays are a neat touch



The game looks amazing and really pushes the Game Boy Advance to new levels of detail

The competition races in *GT Advance* are staged all over the world

What this Mitsubishi lacks in speed it sure makes up for in grip



Take no prisoners! Barge the losers out of your way to make it to the finish line

"IF YOU FANCY A GAME THAT WILL SHOW OFF THE GLORIOUS POWER OF THE GBA, LOOK NO FURTHER THAN *GT ADVANCE 2*."

► the next tight bend or occasionally congratulating you on your driving skills.

As far as the graphics are concerned, the Game Boy Advance is being pushed to new levels of excellence. Each country you visit has its own distinct style, ranging from blazing sun and arid desert sands in Kenya and Australia to lush vegetation and villas in Spain. The replays at the end of each level allow you to sit back and admire the scenery, something that can't be done whilst trying frantically to reach checkpoints and qualify for the next level. You'll even get to see different types of weather conditions such as snow and dry dusty heat, as well as night rallies.

Nothing appears to have been left out of *GT Advance 2: Rally Racing* when it comes to gameplay modes. The World Rally option sees each course in a particular

country divided up into stages where you race against 12 other drivers and attempt to reach the required placing on the scoreboard to go forward to the next level.

In Time Trial mode you have to beat the clock to advance, racing against a ghost car. There's even a License mode where you race to earn class B, A and S licenses against a punishing time limit and where the tough rules ensure that you fail the moment you veer off the central track. For the multiplay options you can go head-to-head against one of your friends using the GBA Game Link Cable, which should make for some furious rivalries.

If you fancy a game that will show off the glorious power of your Game Boy Advance to your mates but which isn't an RPG or a platformer, look no further than *GT Advance 2: Rally Racing*. **Maura Sutton**

VERDICT

GOOD ■ The cars and backgrounds are full of detail and very realistic.
■ The replay option is a great touch as you can assess your driving performance.

BAD ■ If you've got the first game you might not want to waste money on an upgrade.
■ Unfortunately, *GT Advance 2: Rally Racing* doesn't come with a free car.

FUN Captures the feeling of racing around rocky terrain and choking on dust and diesel.

VALUE The added multiplayer and Co-Driver options are an added bonus.

LIFE *GT Advance 2* will be firmly lodged in your GBA for months to come.

You don't even have to be a fan of driving games to appreciate the quality of *GT Advance 2*. Sheer effortless fun that does the mighty GBA proud.

9

LOG ON

<http://www.bam4fun.com>

IN BRIEF

It's 1943 in wartime Germany. You're an allied spy, attempting to escape from the stinking bowels of an evil Nazi castle. The grim, blood-soaked corridors are patrolled by ruthless Nazi troops and killer guard dogs. Your only hope is to blast every last one of them to kingdom come. Lock n' load, soldier, it's killing time.

Political correctness is an alien concept to the Wolfenstein coders



WOLFENSTEIN 3D

THE ORIGINAL FIRST PERSON SHOOTER STORMS ONTO THE GAME BOY ADVANCE, COMPLETE WITH ALL THE ORIGINAL GORE AND MENACE.



Single player only

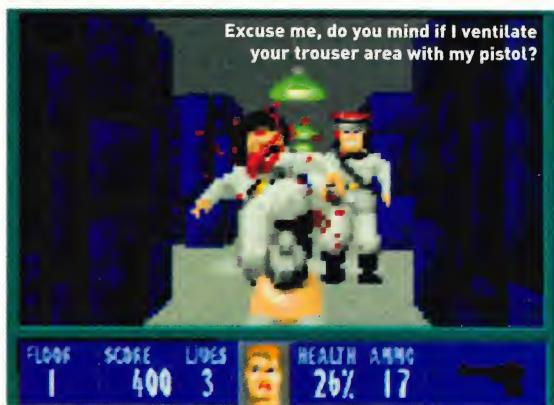
DETAILS



Price:
£29.99

Release:
Out Now

Publisher:
Bam!



Many years ago, *Wolfenstein 3D* was hailed as the original first person shooter on PC. It opened the floodgates to a decade of gibbets and gore, for which all those who love fragging must be eternally grateful. Following on from the successful port of *Doom* to the GBA, *Wolfenstein 3D* attempts to stomp its shiny jackboots all over the competition.

While *Doom* was set in a fantasy land of demonic creatures, *Wolfenstein 3D* features history's most

famous human monsters, the Nazis. Your one and only mission in the game is to escape their clutches, mowing them down as you go and nicking their gold. There's no story worth talking about so just kill them all.

The warning on the menu screen says it all; Rated PC 13 – Profound Carnage. *Wolfenstein 3D* has to be the most explicitly adult game ever to appear on the Game Boy Advance. There's a genuinely spooky air of dread which grips you as you pound your way through the grey



GAME BOY ADVANCE

Everyone looks good in stained glass, even Adolf Hitler



"THE FACT THAT YOU CAN'T SAVE MID-LEVEL ONLY ADDS TO THE FRUSTRATION."



► corridors, treading on piles of bones and stumbling around torture chambers littered with skeletons hanging from hooks. The indiscriminate puddles of blood and pools of icky liquid add to the overall yuck factor, resulting in a genuinely disturbing and unforgettable experience.

While the horrifying atmosphere of the original adventure translates well onto the tiny Game Boy Advance screen, the visual effects are starting to look a little geriatric. At the time, *Wolfenstein 3D* was a revelation on PC and the graphics were considered mindblowing. Now they look distinctly 8-bit. Classics such as *Super Mario World* and even *Doom* have aged well and look as good as ever on GBA, but *Wolfenstein 3D* appears to have lost much of its original impact.

The best first person shooting games are full of raw, violent energy, where you can



almost feel the thwack of the bullets hitting flesh as you waste wave after wave of bad guys. Here it feels more like you're trying to chafe the Nazi's delicate skin with pea shooters, rather than pump them full of lead.

Wolfenstein 3D is a diverting enough romp for an hour or so as you stalk through the corridors battling the Hun, but it really starts to wear thin once you realise that the gameplay demands little else, aside from collecting treasure and morsels of food.

The fact that you can't save mid-level only adds to the frustration as you're forced to retrace your steps time after time. Will you want to stay the course long enough to explore more than 60 levels which look identical? Probably not. After all, there's only so much senseless slaughter that even the most hardened of psychopaths can take. **Maura Sutton**



□ Hope you like grey brick walls because you'll see plenty of them in this tense adventure



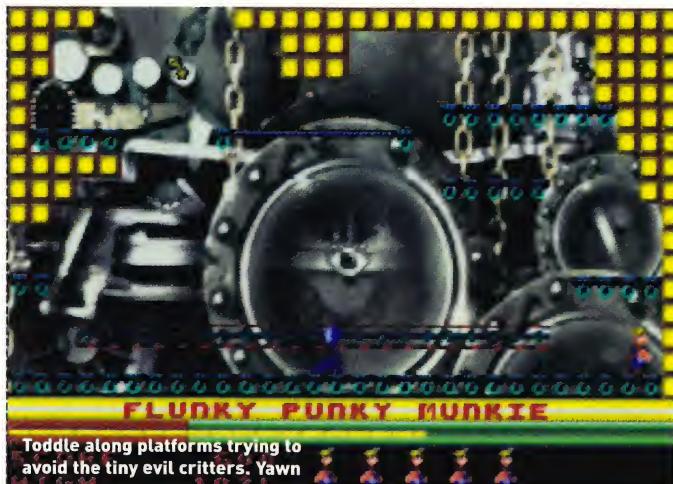
□ Clement was a waiter by day and a freelance Nazi-zombie grenade-chucker at night

VERDICT

GOOD	■ Retains all the menace and bad taste gore of the original. ■ Simple, uncomplicated fun. No brain taxing puzzles to solve.
BAD	■ Too repetitive. All the levels look the same, except for different pictures of Hitler. ■ Many people will find all the Nazi paraphernalia offensive.
FUN	If you've been dying for a simple shooter on the GBA then this is your game.
VALUE	Short on extras. No multiplay options, so no chance of shredding your mates.
LIFE	The only replay incentive is to pull off a perfect score and find all the secrets.

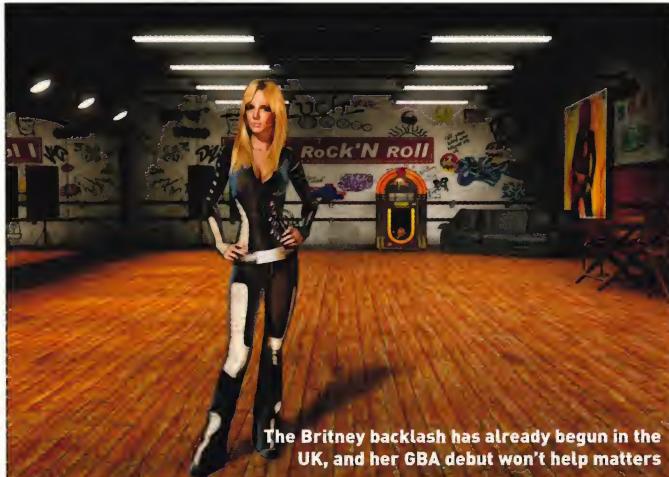
Nostalgia freaks will love having a blast at an old favourite, but there's little here to attract new fans. There are better ways to show off the 3D skills of your GBA.

6





GAME BOY ADVANCE



The Britney backlash has already begun in the UK, and her GBA debut won't help matters

BRITNEY'S DANCE BEAT



Price: £34.99

Release: May

Publisher: THQ

Verdict:

6

The urge to mock is strong, but Miss Spears is certainly a popular young lady and she actually devised this game herself, bless her cotton socks. Her many fans will probably jump at the chance to control their heroine's dance movement with some swift-button bashing to the tune of her massive hits, but will anyone else in the world get excited about unlocking secret Britney videos or rearranging puzzle tiles to make a grainy photo of the well-endowed songstress? Somehow we doubt it.



□ Hit the buttons when they light up on the Dance Gauge to make Britney strut her stuff



Price: £34.99

Release: May

Publisher: Ubi Soft

Verdict:

7

DAVIS CUP TENNIS

It's a shame that this game doesn't feature any of the real players involved in the Davis Cup, meaning that you can't enjoy playing as Team GB with Tim and Greg giving the Argies a good hammering over four rubbers.

Instead, you get to play against 15 other nations in a four round knockout tournament featuring two singles and two doubles matches played on a variety of surfaces just like the real Davis Cup.

Not the best tennis game to grace the Game Boy Advance but fun all the same.



□ The rallies can go on for a long time if both of the players are well-matched. This one lasted three hours...



Price: £29.99

Release: Out Now

Publisher: Ubi Soft

Verdict:

6

E.T. THE EXTRA-TERRESTRIAL

The story supposedly follows the plot of the film, but we don't remember E.T. wandering around in the forest for hours looking for flowers and food.

The title screens are gorgeous and depict scenes from the movie, but otherwise this is distinctly average.

E.T. looks and sounds exactly like his loveable wrinkly self but he's unwieldy to manoeuvre and doesn't really do much other than look cute.



□ Try and avoid the big bad government men who want to harm our alien pal. Sob



KONAMI COLLECTOR'S SERIES: ARCADE ADVANCE



Yet more retro candy for the back-to-basics crowd. This Konami compilation features five games which can legitimately be called classics, most of which are still fun to play.

Frogger is as annoying as ever as you try and help your slimy green friend across the road, whilst *Green Beret* is a fiendishly difficult side-scrolling military shooter where you have to rescue POWs.

Street Fighter forerunner, *Yie Ar Kung Fu*, has to be the maddest offering in the collection, whilst *Scramble*, *Gyruss* and *Time Pilot* will satisfy anyone who likes old skool flying games.

This is definitely one of the GBA's best retro gaming packages.



□ In *Green Beret* you start off with a knife before getting your hands on more serious kit

LETTERS

nintendolettersonline.com

We always like to know what you think about the world of Nintendo, and the winning sunbather with the most gets £50 worth of HMV vouchers. So what are you waiting for?

→ **Write to us:** Letters, Nintendo Official Magazine, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU
 → **E-mail us:** Nintendoletters@emap.com

Sign of the times

I'm glad to see that NOM has finally caught up with the times and set up a web site. Can we look forward to a web cam showing you all hard at work? I'd love to see what you do all day because I reckon you sit around all month playing games.

Saul Sapowich, Bristol

Us, sitting around playing games? What do you take us for, a games magazine or something? Seriously, we're also chuffed to finally be going online. The web site may be a little empty at present but we'll be devoting a lot of time to it over the coming months. As for a web cam, that's a possibility...

The Nintendo Cube Club nights were a success



Clubbing and games do mix

I went to the Cube Club night in Newcastle recently and had a great time. The launch line-up really impressed me as it offers something for everyone. I can't remember a console launch with such a strong selection of games. It was nice to see Nintendo shedding its kiddy image, too.

Phil Rawlings, Newcastle

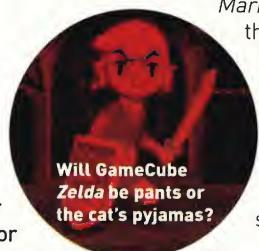
→ The Nintendo Cube Club nights were fantastic fun and a perfect way of demonstrating the GameCube launch line-up, which we also think is the strongest ever seen for a console debut. And the rest of the year is looking just as promising with some Triple A titles on the way such as *Super Mario Sunshine* and the new *Legend of Zelda* quest.

Inside information from Rare's HQ

I'm just writing to tell you that my cousin's friend works for Rare and he's helping to make *Perfect Dark 2* for the Nintendo GameCube.

George Pickard, Hastings

→ Are you having us on? If you're telling the truth expect Rare's security guards to be knocking on your door soon, looking for your cousin's friend. We'd make a run for it while you can.



Will GameCube
Zelda be pants or
the cat's pyjamas?

Originality please, not remakes

If Nintendo's plan is to create great and original GameCube titles, why are we seeing updates of games such as *Mario Tennis*, *Wave Race* and *Mario Golf*? Admittedly these are all great games, but less development time spent on these titles would mean more resources to devote to games such as *Pikmin*.

Richard Errington, Doncaster

→ Good point, Richard. We guess the reason is that people want to play their favourite games on every new system, hence all the *Mario*, *Zelda* and *Pokémon* games. Rest assured, there are more original games in the pipeline.

I'm too good at games... help!

There were some amazing N64 games but they just didn't offer the same challenge as Super NES titles. Bowser in

Problems with the GameCube controller

I recently played *Rogue Squadron II* for the GameCube and I thought it was ace. The best thing is how the super powerful GameCube can make explosions look real. The only thing I didn't like was the Z trigger being placed so close to the A button.

Jacob Mewse, Leeds

→ As much as we hate to admit it, we agree that the Z button is a little difficult to use. Perhaps we'll get used to it over time, though?

Where's Wario?

It would be great to see Wario in his own GameCube quest instead of on the little GBA screen. It's not fair – Mario gets all the glory and his sidekicks get second billing.

James Falkingham, North Yorkshire

→ Wario's always been a regular on the handheld scene with some great games over the years. But a GameCube adventure would be a fantastic idea, too. Are you listening, Nintendo?

The insane minority

In response to the poll you ran about the new *Zelda* game, I now think 27% of your readers are insane! You might call me a hardcore *Zelda* fan, but the new screen shots look pants.

J McCabe, Leeds

→ Actually, most of the 27% said, 'let's wait and see', which is the best course of action. You never know, it might actually be good.

IDIOT OF THE MONTH

Housewives' choice

Is *Luigi's Mansion* part of Nintendo's secret plans to make video games for housewives? House-bound ladies must be the most under-represented group of gamers ever, and let's not forget that they have lots of time on their hands to play GameCube. They must be gagging to get their hands on the world's first hover 'em up.

Lance Partridge, Ipswich

→ Lance, have you ever considered a job in games development? We could imagine you working on a Princess Peach French polishing game, or creating the world's first tidy 'em up.



QUICKFIRE QUESTIONS

Will there be an *Aliens* adventure coming to the GameCube? I remember *Alien 3* on the Super NES and it was excellent.

Harry Miller, Peterborough
NOM: No

There's a rumour doing the rounds that there will be a Wario game for GameCube. Is this true?

Craig Anderson, Ayr
NOM: No

Is there going to be a *Simpsons* adventure on the Game Boy Advance?

Andrew Ford, Seaton
NOM: No

Are there any plans to make a *Metroid* film?

Mike Robinson, Perth
NOM: No

SM64 was not as hard as *Donkey Kong Country 2*'s Kaptain K. Rool. I want the challenge of those 16-bit games again in modern formats.

Matthew Woof, Lemington Spa

You have evolved to such an extent that any game will be too easy for you. You're part of a new breed of super gamers.



Is Shigeru Miyamoto the new Gazza?

In a previous issue you said that, in Japan, the character Gary in *Pokémon* is called Shigeru. If this is true, is Nintendo's gaming legend called Gary in England?

James Neale, Yorkshire
You're quite right, James. Around these parts he's known as Gazza or Gaz Top.

Can you hear me?

With all this talk about speech samples on the GameCube, it makes me think that you don't care about hard-of-hearing gamers. They're entitled to a good game as much as the rest of us. Hopefully the GameCube will have subtitles.

Scott Dempsey, Co Donegal

We haven't come across a GameCube title which a person with impaired hearing can't enjoy as there's always text explaining what to do.

Metroid is a stinker

Is it me or do those shots of *Metroid Prime* on the GameCube you printed last month look rubbish? I'm sure that the game will play well but the visuals look a little grainy and the in-helmet view looks hard to understand. I think this space adventure could be a stinker.

Gavin Newman, Bath

And so says the incredibly controversial Gavin

WHAT'S WRONG WITH NOM?

é by gone

What happened to the accented E. on the letters page last month? There wasn't an é in the word *Pokémon*. Have you got a problem with the letter or is it something more sinister?



Anon, Milton Keynes

It was nothing more sinister than our computers playing havoc with our re-launch issue. We didn't realise until it was too late. Don't worry, we took the offending computer out the back and smashed it up good and proper. Let that be a lesson to all our remaining computers.

Don't blame us for the missing letters. It was the computer's fault

★ LETTER OF THE MONTH

Give us our own Space World show

I've seen Nintendo's Space World show in your magazine and wondered why the company don't stage a similar event over here? Space World is the perfect place to find out about the games you'll be playing in the future, and it must provide Nintendo with loads of free advertising as people leave the event and tell their friends about the games they played. I'd happily pay a couple of quid if it meant that I got to play the latest *Zelda* or *Perfect Dark* games before anyone else. Will you have a word?

Anon, via e-mail

Here's the deal - we'll start a Space World petition and present it to Nintendo. Send us your name, address and a short explanation of why you want a UK Space World and we'll speak to Nintendo on your behalf. Send your entries to 'Give us our own Space World' to the usual magazine address.



Newman, a man who's never afraid to upset legions of Samus fans who are pinning their hopes on *Metroid Prime*. We think you're being a little premature on this one.

Where are the cards?

I'm a big *Pokémon* fan and I want to know why shops aren't selling *Pokémon Trading Cards*? I know there's going to be a *Pokémon* game for the GBA, but how are we going to use the e-Card Reader if we can't get the cards in the first place?

Dipesh Balsara, London

The shops will be awash with e-Cards once Nintendo decide to release them, which should be soon.



Will we feel the power of Triforce?

Do you think that Triforce-developed arcade games will ever make it to UK arcades? I get the feeling that it's one of those Nintendo ideas which only appears in Japan, much like the 64DD.

I think that an *F-Zero* arcade game would get me back into coin-op gaming, especially as you could use GameCube memory cards to transfer your game data to the arcade experience.

Greg Hardy, Manchester

It's too early to say whether UK gamers will get the new Triforce arcade games or not, but we've also got our fingers crossed that we get to play the new titles.

Nintendo®

OFFICIAL MAGAZINE



abc 160
TO UNLOCK TIME TRIAL IN THE TUTORIAL MENU, COMPLETE ALL THE BASIC AND ADVANCE LESSONS.
send next

GET TIPS SENT STRAIGHT TO YOUR MOBILE PHONE



■ Need some Wave Race tips? We'll text some to your phone

SMS TIPS SERVICE

SIGN UP NOW AND GET TIPS FREE

Having trouble with *Wave Race Blue Storm* or want to know a few exclusive codes for *Tony Hawk's Pro Skater 3*? Well now you can receive the latest GameCube and Game Boy Advance tips straight from the experts at *NOM* to your mobile phone, thanks to our new SMS tips service.

To register for our exclusive tips, just dial 0907 787 6619. If you subscribe to the service you will receive a daily text tip from the experts at *Nintendo Official Magazine* for a period of 28 days.

abc 160
FAKE DOORS WILL SQUASH LUIGI IF HE TRIES TO OPEN THEM - THEY DON'T APPEAR ON THE MAPS!

send next
GET TIPS SENT STRAIGHT TO YOUR MOBILE PHONE



■ We'll help you exorcise Luigi's Mansion. That's the joy of text

Terms and conditions: Calls cost £1.50 per minute. Calls last two minutes. Please get permission from bill payer before calling. Service only available to SMS Text compatible mobile phones. First message will be received 24 hours after registration.

MADPETS & MAD ADULT PETS

THE CUTEST, MEANEST, CHEEKIEST, MADDEST PETS ON YOUR PHONE

KAT

Clever, cool, snide and sneaky



DOG

Dog enjoys chasing stuff. Eats anything



ROBOT

Wants to be loved, wants to be human



JIM

A bit rude and has an eye for ladies



HILARY

Like your mum and all her friends



1 WHAT DOES A PET DO?

abc 160

WHAT A DAY I'VE HAD. A DOG SNAFFLED MY TAIL, DOES IT LOOK STRAIGHT?
(A) YES (B) NO

send clear

A PHONE PET HAS ITS OWN LIFE, HAS ADVENTURES, CHATS ALL THE TIME, ASKS QUESTIONS AND SENDS YOU TEXT MESSAGES TWICE A DAY

2 WHAT DO YOU DO?

abc 160

NO - I'LL HAVE TO PUT IT IN THE DOOR AND DO THE SLAM TRICK... OWWWEH - I SHOULD NOT LISTEN TO YOU - EEK

send clear

LOOK AFTER YOUR PHONE PET WELL, HELP MAKE IT GOOD, HELP GET IT INTO TROUBLE, CHAT TO IT, FEED IT BUT, WHATEVER YOU DO, DON'T LET IT DIE!

3 HOW DO YOU GET IT ON YOUR PHONE?

MADPETS WORK ON ANY MOBILE PHONE THAT CAN RECEIVE TEXT MESSAGES.

SIMPLY CALL 0907 787 6620 FOR MAD ADULT PETS, OR 0907 787 6621 FOR MADPETS

FEATURED: KAT

Cool, crazy, snide and sneaky, Kat is one of the coolest Madpets around.



You can chat to them at any time, just text away - and you can use the special commands below to control them.

FEED - Keep them alive

HEALTH - Check it out

SLEEP - Have a nap

PIC - Get a picture

OP - Get a logo

KILL - Don't do it :-0

Choose from any of these great picture messages to personalise your mobile*

Calls to the number are charged at £1.50 per minute, call length is two minutes. This will provide you with 10 credits. Messages received cost one credit. Calls to 090 numbers may cost more from mobiles. If under 16 get permission from the bill payer. At any time you can terminate the game by sending Kill. Customer helpline is open Monday to Friday 9am until 5pm, call 0871 872 1020.

*Picture messages work on the following NOKIA™ Phones: 3210, 3310, 5510, 61XX, 7110, 8210, 88XX, 9XX. Operator logos work on the following NOKIA™ Phones: 3210, 3310, 51XX, 61XX, 62XX, 7160, 8210, 8310, 88XX, 9XX. Other phones will not be able to see the images, this will not affect the enjoyment as the pets are driven by text message.



STAR WARS ROGUE LEADER ROGUE SQUADRON II

COMPLETE IMPERIAL ASS-KICKING MISSION GUIDE

There's no doubt that this is one of the best *Star Wars* games ever made. But with ten rock hard missions to blast through you're going to need our help to survive.



THE REBEL SHIPS

Rogue Squadron II allows you to pilot the Rebel Alliance's best ships. Each of the fighters has its own unique strengths which make them better suited to certain missions. Here's a quick run down on the ships and their combat capabilities.

X-WING

The X-Wing is a strong, highly manoeuvrable ship with four Laser Cannons and Proton Torpedoes as its secondary weapon. The ship's S-foil wings can be closed for increased speed, but its agility will fall and it can't shoot enemies.



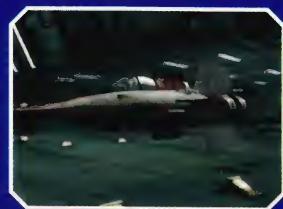
AIRSPEEDER

The Airspeeder can only fly at low altitudes and has weak shields. But as it's a small ship with a high top speed the Airspeeder is great for avoiding enemy fire. It also has a Tow Cable which can be used to trip up Imperial AT-AT Walkers.



A-WING

The A-Wing is compact and amazingly fast. It can outrun any other star fighter in the game with its rechargeable nitro boosters and vapourise enemies with its Concussion Missiles. The only problem is its shields and hull are weak.



Y-WING

As it's dead slow and rather sluggish, the Y-Wing isn't much of a dogfighter. However, its strong shields and Proton Bombs make it great for destroying land-based targets. Its Ion Cannon can also disable sensors and shield generators.



B-WING

The strangely shaped B-Wing was designed to tackle larger Imperial fighters. It's not very manoeuvrable but the B-Wing makes up for this with high speed and an impressive arsenal of twin Ion Cannons, Proton Torpedoes and three Laser Cannons.





TATOOINE TRAINING

The training mission will teach you how to play the game but it also features objectives which, when completed, allow you to unlock the Naboo Starfighter. However, you'll have to play at four different times of day to complete all these tasks.

BEGGAR'S CANYON RACING

- Fly through the large Rebel insignia above Beggar's Canyon to start the race. There are two routes to choose from. Go left at the first fork for track one and right for course two. On track two, take all left turns to win easily within the time limit.



TOSCH STATION RACING

- When the race begins, fly along the trail of Rebel insignias and over the station. To get the quickest time, fly in as tight a circle as possible. Pass the Rebel insignias on the left so that you're barely touching them with the tip of your ship's wing.



WOMP RAT VALLEY

- Leave this until you've completed the Proton Bombs training. To make this easier, circle the pack a few times before starting the challenge to herd the Womp Rats into a compact group. Then use bombs to hit 60 with your first shot.

TIME: 0:02.35
HITS: 15

15

DISCOVERY ITEMS

- There are 12 standard Discovery Items to find around the level including one crashed TIE Fighter, three Dewbacks, Jabba's Palace, five Bantha herds and two Sandcrawlers. Your radar will point the way to each one.



BONUS ITEMS

To completely finish the training mission you must find two bonus items at four different times of day. The first is the Kraayt Bones which are found near a Bantha herd, while the second item depends on the time of day.

MORNING 06:00, EVENING 18:00

- At these times of day the second bonus item is C-3PO. Discover Jabba's Palace first then come back and destroy it with your missiles. When it explodes you will see C-3PO. Simply fly low above his head to pick up the golden droid.



AFTERNOON, 14:00

- You will have to find an Escape Pod when you play the training mission during the afternoon. You'll find this item lying in the sand near Tosch Station. If you find the Escape Pod after completing a Tosch Station Race you'll save loads of time.



NIGHT, 23:00

- Play the training mission at night and you'll have to find R2-D2. The infamous droid will be hidden inside the Sandcrawler that's near Mos Eisley. After discovering the Jawa's vehicle, blow it up with linked laser shots to find R2-D2.





DEATH STAR ATTACK

- ★ Destroy all Deflection Towers
- ★ Blast all TIE Fighters
- ★ Shoot Proton Torpedoes into Exhaust Port

DESTROY ALL DEFLECTION TOWERS



■ The game starts nice and easy. The Deflection Towers are the large grey pillars dotted around the battle area. There are also small gun turrets everywhere but they are not a big threat because they hardly ever shoot at you.

■ Use your radar for guidance, find the Deflection Towers and use your Laser Cannons to blow them up. Hit your airbrakes as you approach to extend your run up time and set your wingmen to attack the guns.

ATTACK EXHAUST PORT



■ As you zoom down the Death Star's trench, avoid the obstacles blocking your way and laser fire from the turrets. Make sure you stay in the trench because, if you fly up too high, you'll be shot down instantly by surrounding turrets.



■ When you have TIE Fighters on your tail, hit your airbrakes to get behind them and shoot the Imperial ships down. If it's your first attempt you can use the Targeting Computer to see the Exhaust Port up ahead. Shoot a well-aimed Proton Torpedo to finish the level.

DESTROY ALL TIE FIGHTERS



■ Once all the Deflection Towers have been destroyed, several groups of TIE Fighters will arrive on the scene for a dogfight above the surface of the Death Star. Don't panic, though, as there aren't too many and they're relatively easy to blast.



■ After the cut scene, set your Wingmen to attack the TIE Fighters. Now simply use your radar and take them out. TIEs can be hard to see against the dark background, and if you're having trouble finding them use your Targeting Computer.

TECH UPGRADE

ADVANCED SHIELDS

■ Destroy all the Deflection Towers to make the TIE Fighters appear. After the cut scene you'll see the Tech Upgrade on the surface of the Death Star. Veer slightly to the left and swoop down to grab it. Now finish the mission.





Come on, Rogue Leader! The Death Star is on the other side of Yavin!

ISON CORRIDOR AMBUSH

- ★ Defend the transports against any remaining Imperial forces
- ★ The Frigate Redemption must survive

DEFEND THE TRANSPORTS



■ After a few tense seconds you'll be attacked by a wave of Imperial TIE Fighters. Use your radar to locate these threats and order your wingmen to help take them out. There won't be many TIE Fighters to contend with so this shouldn't pose a problem.

■ If the space environment is playing havoc with your sense of direction and you keep getting lost, fly one way until the game automatically turns your ship around and points you towards the battle. Now wade back into the fight and show them who's boss.

PROTECT FRIGATE REDEMPTION



■ The Frigate Redemption will be under constant attack from TIE Fighters. The Redemption is the thin grey ship that you see in the cut scene at the start. Make it your priority to protect the Redemption.

■ Some TIE Fighters are more dangerous than others. The TIE Fighters which target transports and the Redemption show up yellow on your Targeting Computer. Take these ones down first.

TECH UPGRADE

ADVANCED PROTON TORPEDOES

■ This Tech Upgrade is easy to find. As soon as you take control at the start of the level, head down and just ahead you'll see a large piece of debris with a hollow centre. Fly through the opening to grab the Tech Upgrade.





BATTLE OF HOTH

- ★ Defend Outpost Beta's Ion Cannon from the approaching AT-STs
- ★ Slow the advancing Imperial Walkers
- ★ Defend the fleeing Rebel transports

DEFEND BETA'S ION CANNON



■ You'll start the mission in a canyon just outside the battle area, so hit full throttle to reach the Ion Cannon quickly. As you enter the open area, order your ground troops to defend and your wingmen to attack the AT-STs.

■ Fly to the far end of the open area and destroy the large crate that the Imperial Shuttle drops. Now swing round and destroy the AT-STs from behind. This is the best way to avoid their powerful Laser Cannons.

SLOW ADVANCING WALKERS



■ Although there are loads of Imperial Walkers you'll only need to take out the front three to complete this objective. If you're not sure which ones to blast, take a look at your Targeting Computer and the correct Walkers will be highlighted in yellow.



■ Using your Tow Cable effectively takes practice. Beginner's should approach Walkers slowly from behind and to the side. Circle the Walker closely or the cable will snap, but don't get too close or you might crash.

DEFEND FLEEING TRANSPORTS

01



■ After the cut scene which shows the shield generators blowing up, fly through the canyon ahead and change ships to get an X-Wing. The Rebel transports are being showered with Proton Bombs by the Imperial TIEs.



■ Order your wingmen to engage the TIE Fighters so that you can concentrate on destroying the TIE Bombers. Use your Targeting Computer to identify the Bombers and charge in for the kill as they swoop down slowly.



TECH UPGRADE

ADVANCED LASERS

■ You can't get this Tech Upgrade until you see the cut scene which shows AT-ATs destroying the Rebel base's shield generators. When you regain control, go back to where the generators were to see the Tech Upgrade.





PRISONS OF THE MAW

- ★ Disable three Shield Projectors
- ★ Assist prisoners in escaping the Maw
- ★ Help the train reach the platform
- ★ Escort the Imperial loader to safety

DISABLE SHIELD PROJECTORS

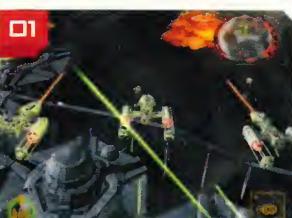


■ You'll begin this tough mission in an asteroid field. When the TIE Fighters appear, send your wingmen to hold them off while you travel in the direction indicated by the orange area on your radar. It points the way to the Shield Projectors.



■ You need to use your Ion Cannon to disable the Shield Projectors. Charge up the Cannon with 1 and let rip when the crosshairs turn blue. You may need to perform evasive manoeuvres while you charge your weapons.

ASSIST THE PRISONERS

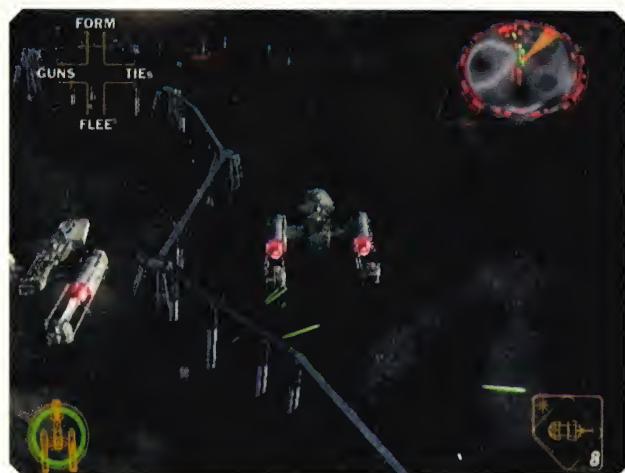


■ Your first instruction from the prisoners is to take out some gun turrets. These return heavy fire so it's best to tackle them from a high altitude. One bomb for each turret should do the job. Set your wingmen to attack the TIE Interceptors.



■ When you're asked to blast the Communications Towers you might want to obliterate the surrounding gun turrets first. Each Tower requires three bombs to destroy, so store some before making a pass and take out as many as possible.

ESCORT TRAIN TO THE PLATFORM



■ You'll need to protect the train from the surrounding gun turrets. However, be very careful not to hit the train with your bombs or it could spell disaster. The last group of gun turrets will do the most damage so try to take them out swiftly.

ESCORT THE IMPERIAL LOADER



■ The Y-Wing will not fare well against the Interceptors which attack the loader, so make sure you order your wingmen to help. Try to bag a few fighters from a distance so as not to get shot down seconds before the mission ends.

TECH UPGRADE

ADVANCED CLUSTER MISSILES

■ When instructed to destroy the Communications Towers, look to your right for a dome near a satellite on your way from the Weapons Storage area. Bomb this structure to blow it up and grab the Tech Upgrade which appears.





RAZOR RENDEZVOUS

- ★ Protect the Blockade Runners and the Frigate Redemption
- ★ Destroy the Imperial Shield Generators
- ★ Blast the Imperial command deck

PROTECT RUNNERS & REDEMPTION



■ As you attack the Star Destroyer you'll receive a request for help from the Redemption. But you have a choice – you can either help them out or blow up the Star Destroyer before the Redemption is shot down.

■ If you decide to save the Redemption, destroy all the TIEs that appear yellow on your Targeting Computer. But you should be able to take down the Star Destroyer quickly enough to end the mission with the Redemption intact.

DESTROY SHIELD GENERATORS



■ Your main objective in this level is to destroy the Star Destroyer. There are three Shield Generators to blast; the two globes atop the rear of the ship and the dome on its underside. Use your Targeting Computer to identify these sections.



■ Use the B-Wing's Proton Torpedoes to get rid of the generators quickly. Unless you're going for a gold medal, dying can be useful as you'll be given extra torpedoes. Ignore the TIE Fighters as they won't attack you much.



DESTROY IMPERIAL COMMAND DECK

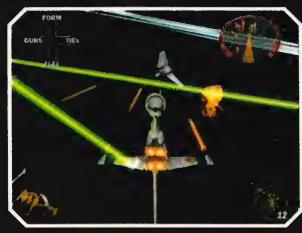


■ First locate the command deck with your Targeting Computer as the weak spot is the small panel on the rear section where the two globes were. Fire everything you have at it while evading the ship's gunfire to finish the mission.

TECH UPGRADE

ADVANCED PROTON BOMBS

■ As soon as you start, fly towards and underneath the Star Destroyer. You should see an Imperial Shuttle about to fly away. Shoot it with your Laser Cannons and grab the Tech Upgrade that appears when the Shuttle explodes.





VENGEANCE ON KOTHLIS

- ★ Protect the transport from the TIEs
- ★ Defend the commandos as they recapture the data
- ★ Destroy all AT-ATs and AT-PTs
- ★ Bomb a hole in the Star Destroyer for the commandos

PROTECT TRANSPORT FROM TIES

■ Keeping the transport in the air is your first priority. Just stay near it, blasting any TIE Fighters or Interceptors which appear. After a short while the Rebel transport will land, putting it under threat from nearby Imperial AT-ATs and AT-PTs.



DESTROY ALL AT-ATS AND AT-PTS



■ The X-Wing is no good for taking out AT-ATs so change to the Airspeeder which you'll find behind the transport once it lands. Now use Tow Cables to take down the AT-ATs, but as they're walking through deep water this can be tough.



■ When the AT-ATs are gone it's time to clear up the AT-PTs. You can use the X-Wing for this but it's much better to change into the Y-Wing and use its bombs to destroy them. You will find it much easier this way.

BOMB THE STAR DESTROYER



■ The only way your commandos can get into the Star Destroyer is if you make an entrance for them. If you've used all your Proton Bombs on the AT-PTs, fly around for a while and they'll regenerate for your brave assault.



■ You'll only need to use around five bombs to penetrate the Star Destroyer's damaged hull. Use your Targeting Computer to see which parts of the Imperial ship to attack, then fly over and drop as many Proton Bombs as you can.

TECH UPGRADE

ADVANCED HOMING PROTON COMPUTER

■ After you've used the Y-Wing's Proton Bombs to blow a hole in the hull of the Star Destroyer you'll notice an opening big enough to fly through. That's where the Upgrade is found but it's a tight squeeze to get inside.





IMPERIAL ACADEMY HEIST

- ★ Disable the sensors and evade Imperial detection in the canyon
- ★ Steal an Imperial Shuttle
- ★ Take the Shuttle to the rendezvous point

DISABLE/EVADE IMPERIAL SENSORS



■ This mission makes use of the GameCube's internal clock. If you play during the day you'll start off in a Y-Wing and your objective is to disable the sensors. Just fly low and slow, using the Ion Cannon on the sensors.

■ If you play at night you'll be flying an Airspeeder, and this time your mission is to evade the sensors. This is tougher because it's dark and foggy and you also have to fly low and keep your distance from the Imperial sensors.



Insert
'BLACK
TIE ONLY'
tag here.

STEAL AN IMPERIAL SHUTTLE



■ Once you emerge from the canyon you'll have to get across large open areas which are swarming with TIE Fighters and other Imperial machines. When the sirens go off the TIEs will start chasing you, so hit full throttle and evade their fire.



■ There are far too many TIE Fighters to battle, so try to avoid their lasers while following the orange marker on your radar to the Imperial Shuttle. Shoot some of the turrets as you go to make your getaway much easier.

TAKE SHUTTLE TO RENDEZVOUS



■ As soon as you take control of the Imperial Shuttle you'll be bombarded by shots from TIE Fighters and nearby gun turrets. The safest place is at high altitude so fly up straight away then follow the radar marker and avoid the TIE Fighters to finish.

TECH UPGRADE

TWO UPGRADES TO COLLECT

■ In the final open area there are two hangars. During the day, fly through the hangar on the right for the Advanced Concussion Missiles. Fly through the left hangar at night for the Advanced Spread Proton Bombs.





RAID ON BESPIN

- ★ Secure the gas platforms
- ★ Destroy the city's power generators
- ★ Defend gas platforms from the Imperial TIE Bombers

SECURE THE GAS PLATFORMS



■ First take out the large Balloon Gunships. Their weak spot is the gas tanks which power the flames. Go underneath and fly up towards the Balloon Gunships, shooting the tanks to make them explode.



■ Once the Gunships are gone, take care of the Interceptors. Order your wingmen to help and stay away from the clouds where it's hard to see. Use Targeting Computer if necessary.



DESTROY POWER GENERATORS



■ The power generators are found in the deep, narrow trenches which run through this spectacular city. You have to fly into the trenches and destroy the power generators with your lasers. Set your wingmen on the TIE Fighters while you do this.



■ To find the generators, fly high so that you can see the whole city below you, then bring up your Targeting Computer. Now look for the generators which are shown in yellow. This task is easier if you destroy the TIE Fighters quickly.

DEFEND THE GAS PLATFORMS

■ Once you've destroyed all the power generators, rush over to the gas platforms to fend off the TIE Bombers. You will have to be quick because their powerful bombs can make mincemeat of the gas canisters. Get your wingmen to help.



TECH UPGRADE

ADVANCED HOMING CONCUSSION MISSILES

■ As soon as you start the mission, look ahead to see an Imperial Tanker beyond the clouds. Rush ahead and destroy this Imperial ship. The huge explosion will take out the nearby gas tanks, revealing an Upgrade on the platform.





BATTLE OF ENDOR

- ★ Protect the Medical Frigate
- ★ Defend the Rebel Fleet
- ★ Take out both Star Destroyers

PROTECT MEDICAL FRIGATE/FLEET



■ This is one of the toughest parts of the game and success depends on your dogfighting skills. Try to take on the TIE Fighters in packs rather than chasing single ships. Watch your back as you'll be attacked from behind many times during this battle.



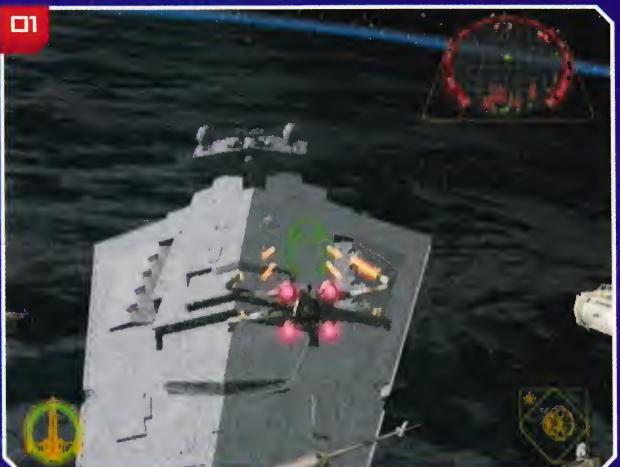
■ The Medical Frigate is your main concern so don't stray too far from it. Circle the Frigate looking for groups of attacking TIE Fighters and wipe them out as quickly as possible. There are loads so keep those lasers blazing!

DESTROY ALL THE TIE BOMBERS



■ After destroying a number of TIE Interceptors you'll be warned about approaching TIE Bombers. Engage these Imperial ships immediately as they'll take out the Medical Frigate in no time. They appear yellow on your Targeting Computer.

TAKE OUT BOTH STAR DESTROYERS



■ This is tough! You've spent the last five minutes struggling to protect the Medical Frigate and now it's your own ass that's on the line. Approach the Star Destroyers from a great height to avoid the gun turrets.



■ When you're above a Star Destroyer, point your nose down to aim at the globes and dive down slowly as you shoot. Use this distant attacking method to take out the Shield Generators and command decks on both Star Destroyers.

TECH UPGRADE

ADVANCED HOMING CLUSTER MISSILES

■ When you come up against the two Star Destroyers, destroy the left-hand ship first. Continue with your other objectives until the damaged Destroyer has stopped falling, then fly down and get the Tech Upgrade from its hangar.





STRIKE AT THE CORE

- ★ Protect the Millennium Falcon
- ★ Reach the Power Core entry
- ★ Destroy the Power Core
- ★ Escape the Death Star

PROTECT THE MILLENNIUM FALCON



Once again you have to protect another ship from the destructive forces of the TIE Fighters. Close your S-foils to keep up with the Millennium Falcon and keep an eye out for approaching Imperial TIE Fighters.

As soon as you see TIE Fighters nearby, open your S-foils and let them have it! If you don't destroy them quickly and close your S-foils to catch up with the Falcon, Han Solo's ship will be destroyed by another wave of TIE Fighters.

REACH THE POWER CORE ENTRY



Following the Millennium Falcon through the cramped complex of pipes to the core of the Death Star is cool, but really difficult. Try to stay just behind the Millennium Falcon, taking out TIE Fighters as they try to pass you.

DESTROY THE POWER CORE

When you finally reach the centre you have to take out the Power Core. Bring up your Targeting Computer to see the correct section to shoot which is highlighted in yellow. There are no enemies so just take aim and fire.



MAKE YOUR ESCAPE



This is the ultimate test of your piloting skills as you'll need to follow the Millennium Falcon closely, flying at high speed through the tight and twisting tunnels to escape the explosion. You'll find this easier using the external camera view.

TECH UPGRADE

ADVANCED TARGETING COMPUTER

When you're on your way into the centre of the Death Star, look to the lower right corner, near the end of the tunnel. The Upgrade is tucked away under some small pipes, so you'll need to carefully fly through to grab it.



THE DARK SIDE IS DEFEATED

You've battled TIE Fighters in space dogfights, taken on fearsome Star Destroyers and defeated the mighty Death Star... twice! At last, all is well and peace has been restored to the galaxy. The Force is certainly strong in you.





OFFICIAL TIPS

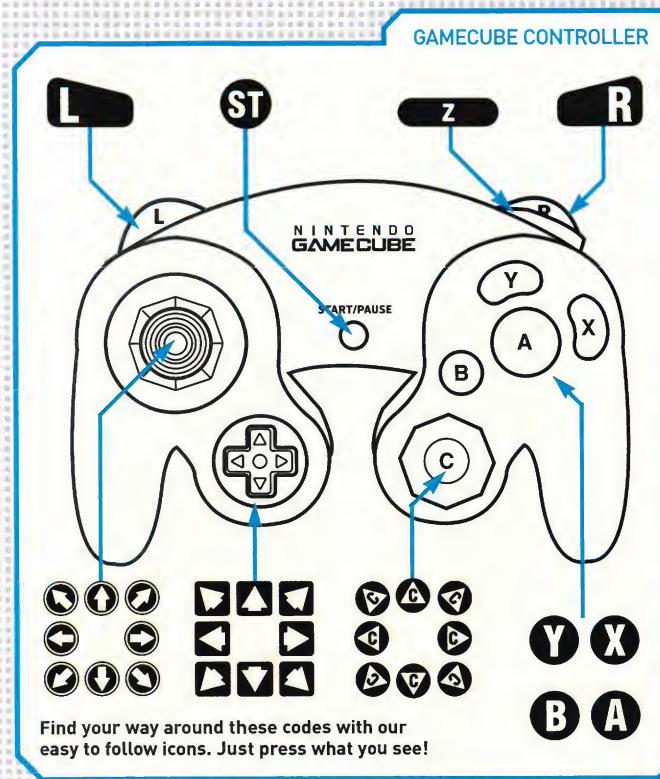
All our GameCube and GBA tips have been thoroughly tested by our team of official Nintendo experts. They will only give you tips and cheats that actually work.

Super Smash Bros. Melee
Secret characters p98

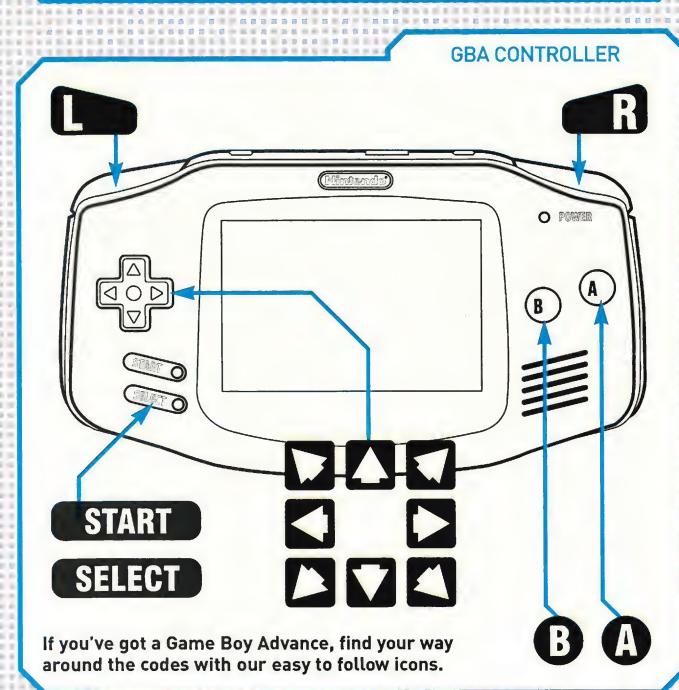
Rogue Squadron II
Bonus missions p99

NHL Hitz 20-02
Gaming extras p99

Extreme-G 3
Racing bonuses p99



Find your way around these codes with our easy to follow icons. Just press what you see!



If you've got a Game Boy Advance, find your way around the codes with our easy to follow icons.

SUPER SMASH BROS. MELEE

SECRET CHARACTERS
Super Smash Bros. Melee features just about every Nintendo super star you can think of, and then some. But you don't get access to them all straight away. You will have to play through the many modes in the game to unlock them.



❑ Use Mario to complete the one player Classic Mode on any difficulty setting and any Stock to unlock Dr. Mario. You must not use a continue.



❑ If you fancy taking control of Ganondorf, the boss of all that is evil in the land of Hyrule, simply kick his ass in Event Match 29. Easy, eh?



❑ If you want to play as the Lylat Wars Arwing pilot, Falco, you will have to finish the 100 Man Melee Mode and defeat the blue bird man himself.



❑ If you want to get your hands on the cutesy charms of Jigglypuff, finish the game in any one player mode and beat the pink Poké puff ball.



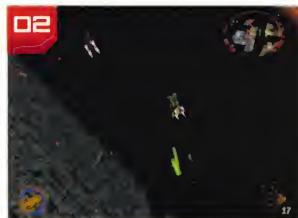
STAR WARS ROGUE SQUADRON II

■ UNLOCK BONUS MISSIONS AND SHIPS

Even when you've finished the ten standard missions in this fantastic-looking *Star Wars* blaster there are tons of extras to earn, but getting the right medals to unlock them all is one of the hardest challenges we've ever seen. That's why we've dug up these top cheats to unlock them all easily.



□ If you want to unlock the Asteroid Field bonus mission, type in the codes **TVLYBBXL** then **NOWAR!!** in the Passcodes screen. You should then hear R2-D2.



□ The Triumph of the Empire bonus level can be unlocked when you enter the codes **AZTB0HII** and **OUTCAST!** into the Passcodes screen. Give them a go next time you play.



□ Boba Fett's Slave 1 ship can be unlocked for compatible missions by typing **PZ?APBSY** and **IRONSHIP** on the game's Passcodes screen.



□ No *Star Wars* game would be complete without a playable TIE Fighter. Type in **ZT?IRGBA** then **DISPSBLE** at the Passcodes screen.

NHL HITZ 20-02

■ MORE GAME ENHANCING EXTRAS

Last month we printed a bundle of cheats to put a twist on the icy action, and this issue we've got more for you. You have to enter these codes at the Match Up screen – hitting the **B**, **X**, and **Y** buttons to change the on-screen symbols – and then a direction on the 3D Stick or D-Pad to activate the code.



□ Before entering the gameplay cheats, press **B** x3, **Y** x3, **X** x2 and **○** to get more time on the Match Up screen. Repeat this entry a few times to delay the game further.



□ Press **B** x3 and **○** to get a big head for the player you control. For something different, hit **B** x1, **X** x1 and **□** to make the speed of your shots appear on the screen.



□ Press **B** x4, **Y** x2, **X** x3 and **○** to activate Pinball Boards mode. This drastically increases the bounce when the hockey puck hits a wall.



□ Hit **B** x1, **Y** x2, **X** x1 and **○** for Snow Mode or **B** x1, **Y** x4, **X** x1 and **○** for Rain mode. Pressing **Y** x2 and **□** will give the game a turbo boost.

EXTREME-G 3

■ UNLIMITED SHIELDS, AMMO AND ALL TRACKS

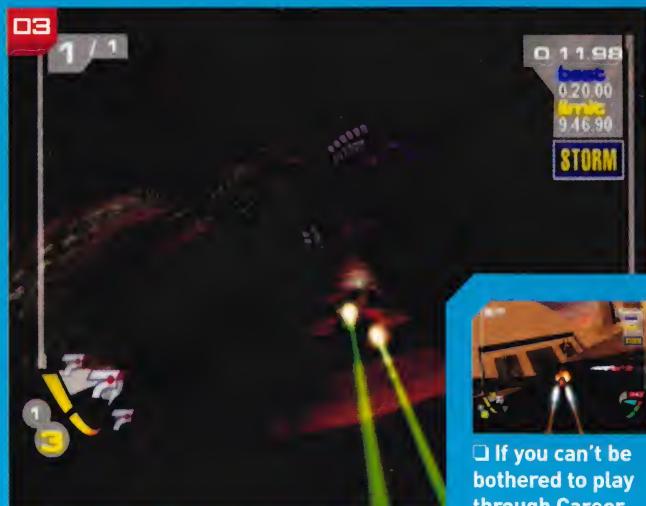
Extreme-G 3 is the speediest game you're ever likely to play and we have cheats to make it even faster! You won't believe the speed that these bikes can reach, and after a few simple button codes you'll go from a standstill to breaking the sound barrier within seconds. Now that's what we call fast!



□ On either the Start screen or Pause menu, press **L + R**, **Z**, **L + R** and **Z**. You'll get a shield which never runs out which means infinite boost, too.



□ To have an infinite supply of ammunition, press **L**, **R**, **L**, **R**, **L** + **R** and **Z** at the Start or Pause screens. Now use your weapons to win races.



□ Hit **L**, **R**, **L**, **R**, **L**, **R**, **Z** and **L** + **R** at the Start screen to begin the Extreme Lap Challenge. If you thought the normal game was hard, just wait until you get a load of this bonus mode.



□ If you can't be bothered to play through Career mode, press **L**, **R**, **L**, **R**, **Z** and **L** + **R** + **Z** to unlock all the racing levels.



FAST TIPS

If you have any of these ace GameCube titles, sneak a peek below to get a cool cheat or top tip.

CRAZY TAXI

Plug an extra controller into port three on your GameCube. Now while playing hold **□ A** and press **A**, **B** or **X** on the pad to change camera views.



ROGUE SQUADRON II

If you want to fly the legendary Millennium Falcon, enter the code **MVPQIU?A**, and then **OHIBUDDY**. Now you can use Han Solo's ship for certain missions.



SUPER SMASH BROS. MELEE

To unlock the Sound Test option you have to beat all 51 Event Matches. This game has a super cool soundtrack packed with famous Nintendo melodies.



NBA STREET

■ DIFFERENT UNIFORMS, BALLS AND GAME EXTRAS

NBA Street has adopted a less serious approach to basketball and is full of big jumps, cool tricks, and crazy dunks. With the help of a few codes you can spice up the basketball action even further. Simply change the icons on the VS screen then move the 3D Stick to activate the cheat.



□ Entering the icons Turntable, Turntable, Turntable and Megaphone will activate Explosive Rims. Now slam dunk to see the sparks fly.



□ For authentic uniforms enter Basketball, Shoe, Turntable and Turntable. For ABA balls type in Basketball, Basketball, Turntable and Shoe.

□ For the WNBA ball enter Basketball, Basketball, Shoe and Backboard. Get the EA Big Ball by entering Basketball, Basketball, Megaphone and Turntable.

ENTER CHEATS



□ Get unlimited turbo with Turntable, Shoe, Shoe and Basketball, or give players big heads with Shoe, Shoe, Shoe and Backboard.

WOLFENSTEIN 3D

■ ALL THE CODES YOU NEED TO CRACK THIS CLASSIC

Wolfenstein 3D will bring back memories for anyone old enough to remember this classic blaster when it made its gaming debut, at a time when first person shooters were a new concept. If you're finding survival tough, check out these cheat codes and you'll escape the Nazi castle in no time.



□ During a game press **□** to go to the pause screen. Now hold **L + R** and press **A** twice, **B** and **A** five times to activate God mode. Now your hero will be unstoppable.



□ To instantly equip yourself with all the weapons, full ammunition and maximum health, pause the game and hold **L + R** and hit **B**, **A** twice and **B** five times.

18 WHEELER

HOW TO UNLOCK SOME TRUCKIN' GREAT GOODIES

Get behind the wheel of huge trucks and thrash them at high speeds in a race against the clock. Sounds great, but *18 Wheeler* is much too short. However, you can get some extra parking levels and a secret character for completing certain tasks. Here's what you need to do...

□ If you want to open some extra parking stages to test your trailer-controlling skills, complete all the existing parking levels. There are two to unlock.

□ When you first play the game there are four selectable characters. Complete the Arcade mode with each of them to unlock the Nippon Maru trucker.

□ If you unlock the Nippon Maru character then choose him in the Attack, Versus or Arcade modes, you'll be able to select two brand new trailers.



□ If you're stuck on a level and you want to skip to the next stage, pause and hold **L + R** and press **A**, **B**, **A** twice, **B** three times and **A**.

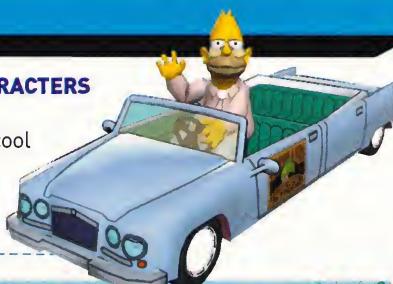


□ If you want to go straight to the final boss pause the game and, while holding **L + R**, press **A**, **B**, **A** twice, **B** twice and **A** twice.

THE SIMPSONS ROAD RAGE

■ NEW VEHICLE, CAMERA VIEW, NO MAP AND FLAT CHARACTERS

With speech samples from *The Simpsons* television series, *The Simpsons Road Rage* is a great laugh. We have some cool codes which can be used to unlock new features and keep you driving taxis around for hours. All you have to do is enter a simple button combination at the Options menu.



□ Go into the Options screen from the main menu. Now hold down the **L + R** buttons and press **X** four times. This sneaky code will make all the characters appear flat.



□ If you want to play the entire game from a dramatic cinematic view, hold **L + R** and press **X** three times and **Y**. This makes completing the challenges much tougher.



□ If you're so good at the game that you don't need a map for guidance, hold **L + R** and press **Y**, **B** twice and **X**. Do you know your way around the city of Springfield?



□ It's possible to drive the nuclear bus which appears in the game's dazzling intro movie. All you have to do is hold **L + R** and press **B** twice, **Y** and **A**.

BRITNEY'S DANCE

BEAT

■ NEW TUNES FOR BRITNEY TO SHAKE HER THANG TO

If you're a Britney fan and you want to get groovy on the Game Boy Advance, *Britney's Dance Beat* is just the title for you. When you turn on the game only few modes will be playable but, with our handy passwords, you can get straight into the moves on any stage.



□ Go to the Passwords screen and type in **NXRFP**. Now when you return to the main menu all the modes and cheesy songs will be open.



FAST TIPS

Check out this cheeky column for a quick tip or two on some of the biggest Game Boy Advance releases.

SUPER MARIO ADVANCE 2

A star appears on the menu screen when you earn a million points in *Super Mario World*. Kudos to anyone who can get five.



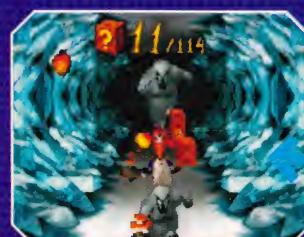
E.T. THE EXTRA TERRESTRIAL

On the main menu, scroll down to Password and hit the buttons **△**, **□**, **△**, **□**, **△**, **□**, **△** and **□**. This will take you straight to the last level of the game.



CRASH BANDICOOT XS

If you beat the whole game – getting all the gems and relics to achieve 100% complete status – go back and defeat the final boss again and you'll get an extra level to try.



HIGH SCORES & CHALLENGES

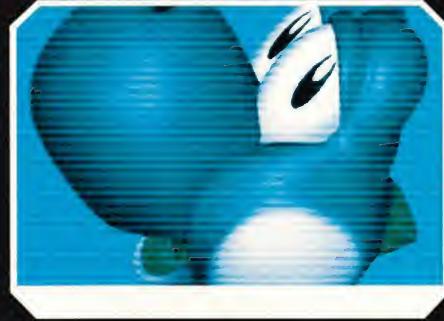
Have you ever wondered how good you are at games when compared to other expert players? Well now you can find out by taking part in our Nintendo challenges. We set a tough task, you send in your entry and, if you're good enough to qualify, you'll see your score on these very pages. Challenge winners will also get a cool Joytech Advanced Controller.

1 SUPER SMASH BROS. MELEE: HIGH SCORE, MUSHROOM KINGDOM

With any character complete the first stage in Adventure mode, Mushroom Kingdom, to rack up as high a score as possible. A photo of the end score sheet is what we need.

■ There are loads of ways to earn points but things such as special KOs will score highly. Remember that you're given a huge bonus for any remaining time on the clock.

1. Richard Marsh	175,500
2. Dominic Wint	163,800
3. Mike J	152,400
4. Dominic Wint	149,600
5. Tim Street	144,300



4 EXTREME-G 3: THE ULTIMATE EXTREME LAP CHALLENGE

Enter the cheat for the Extreme Lap Challenge which can be found on page 99. Now get the fastest time you can over the two laps without exploding.

■ Getting around the course in one piece is a challenge in itself. Try not to be too aggressive with your steering and remember that boosting weakens your shields.

1. Mike J	29.425
2. Dominic Wint	29.349
3. Richard Marsh	30.459
4. Mike J	30.524
5. Tim Street	31.146

2 SONIC ADVENTURE 2 BATTLE: SUPER SPEED CHALLENGE

Make it to the end of the first stage of *Sonic Adventure 2 Battle* as quickly as you can and quickly take a snapshot of the score screen before it disappears.

■ Forget rings and enemies, just run! Press **A** on the orange ramps to get a burst of speed and try to hit available springs and grind the rails to save vital seconds.

1. Dominic Wint	2:53
2. Tim Street	3:03
3. Richard Marsh	3:09
4. Tim Street	3:16
5. Mike J	3:28



5 STAR WARS ROGUE SQUADRON II: MOST KILLS ON ENDOR

Using any ship you want, finish the Battle of Endor mission getting as many kills as you possibly can. We want to see the Mission Complete screen.

■ It's a lot easier to get high scores when using homing weapons. We advise you get the necessary Tech Upgrade before attempting this challenge.

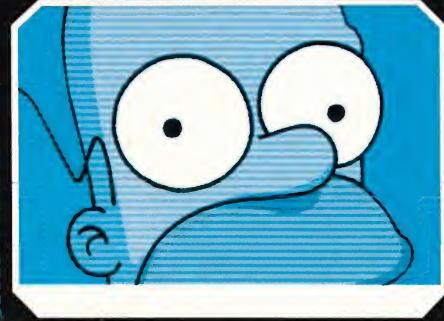
1. Tim Street	61
2. Dominic Wint	58
3. Tim Street	54
4. Mike J	52
5. Richard Marsh	48

3 THE SIMPSONS ROAD RAGE: HIGHEST EARNINGS IN EVERGREEN TERRACE STAGE

We want to see your highest scores on Road Rage mode in Evergreen Terrace. Snap the score when the timer runs out as proof.

■ You'll get the best scores if you have a route planned which you know like the back of your hand. That way you won't waste time looking for passengers to pick up.

1. Tim Street	\$8,645
2. Richard Marsh	\$7,939
3. Richard Marsh	\$7,252
4. Mike J	\$6,628
5. Dominic Wint	\$6,349



6 TONY HAWK'S PRO SKATER 3 (GAMECUBE): TOP TRICKSTER, L.A. STAGE

Pick your fearless 'boarder and start a single session skate in Los Angeles. Get your highest score within the time limit and send us a photograph as proof.

■ As we said last issue, even if the timer runs out the session won't end if you're in the middle of a combo. Try doing a long combo near the end of the session.

1. Dominic Wint	1,689,754
2. Mike J	1,295,427
3. Richard Marsh	1,080,397
4. Tim Street	836,634
5. Mike J	776,597

CHEATERS WILL NOT PROSPER

There's no doubt that less-skilled gamers will try to use cheats to get into our high score tables.

Cheats should not be used to help with challenges unless we say so. Using import games is also strictly forbidden as they can often give players an unfair advantage. Don't cheat, chaps. It's not big and it's certainly not clever.

HOW TO PHOTOGRAPH A TV



Using a camera to take a photo of your top score on a TV can be tricky, but follow these simple instructions and you should be fine.

1. Make the room as dark as possible. Draw the curtains, turn out the lights and take the photo standing at an angle to the television screen.
2. Turn off the flash or the television screen will appear black in the developed photograph.
3. Take more than one shot, just in case the first photograph is unreadable.

WHAT YOU HAVE TO DO TO WIN

When you've achieved a top score on one of our challenges and got your hands on a photo or video as evidence, pack it up and send it to our new address. If you manage to get the best score next month we'll send you a smart Joytech Advanced Controller for your GameCube, so it's definitely worth the extra effort.

High Scores and Challenges,
Nintendo Official Magazine, Priory Court,
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GAMEBOY COLOUR

Action Man	A = 0 1	Extreme Ghostbusters	F = 0 6
Aliens: Thanatos Encounter		F-14 Tomcat	
Alone in the Dark 4	B = 0 2	Final Fight One	
Blade	D = 0 4	Final Round Golf	
Donkey Kong Country	G = 0 7	Fire Pro Wrestling A	
Dragon Warrior Monsters		F-Zero: Max. Velocity	
Game Boy Camera	H = 0 8	Golden Sun	
Gold Pokemon		Gradius Galaxies	
Harry Potter		GT Advance Champ.	
Harvest Moon 2	I = 0 9	Harry Potter	
	L = 1 2	High Heat Baseball '02	
Legend of Zelda: Ages		Inspector Gadget	
Legend of Zelda: Seasons	M = 1 3	Int. Super Soccer	
Mario Land 2	P = 1 6	Iridion 3-D	
Metal Gear Solid		Jackie Chan Adventures	
Perfect Dark		Jedi Power Battles	
Pokemon Crystal		Jurassic Park 3	
Pokemon Gold & Silver		Jurassic Park 3: P. Builder	
Pokemon Red & Blue		Kao the Kangaroo	
Pokemon Trading Card		Konami Krazy Racers	
Pokemon Yellow		Kuru Kuru Kururin	
Power Rangers T. Force		Lady Sia	
Rainbow Six		Legio Bionicle	
Rayman	S = 1 9	Major League Baseball '02	
Silver Pokemon		Mario Advance	
Simpsons: House Horror		Mario Kart Super Circuit	
Super Mario Bros DX	T = 2 0	Men in Black: The Series	
Thunderbirds		Midnight Club	
Tomb Raider		Monster Rancher 2	
Tony Hawk's Pro Skater 2	W = 2 3	Monsters Inc	
Wario Land 3	Z = 2 6	Mortal Kombat Advance	
Zelda		NBA Jam 2002	
Zelda: Links Awake. DX		No Rules Get Phat	
Zelda: Oracle of Ages		Operation Green	
Zelda: Oracle of Seasons		Pac-Man Collection	
		Pitfall: The Mayan Adv.	
		Pocky & Rocky	
		Power Rangers T. Force	
		Prehistoric Man	
		R = 1 8	
		Rayman Advance	
		Ready 2 Rumble Round 2	
		Road to Wrestlemania	
		Rugrats: Castle Capers	
		S = 1 9	
		S Palmer's Snowboarder	
		Sonic Advance	
		Spider-Man	
		SpongeBob SquarePants	
		Sports Illust. Football	
		Spyro: Season of Ice	
		Star Wars Jedi P. Battles	
		Street Fighter 2 Revival	
		Super Bust A Move	
		Super Dodgeball Adv.	
		Super Mario Advance	
		Super Mario Advance 2	
		T = 2 0	
		Tales of Tohunga	
		Tekken Advance	
		Tetris Worlds	
		Tom & Jerry: Magic Ring	
		Tony Hawk's Pro Skater 2	
		Tony Hawk's Pro Skater 3	
		W = 2 3	
		Wario Land 4	
		Wolfenstein 3D	
		WWF Rd to Wrestlemania	

GAMEBOY ADVANCE

Advance Rally	A = 0 1	S Palmer's Snowboarder	
Advance Wars		Sonic Advance	
Alienator: Evol. Conts.		Spider-Man	
Army Men Advance		SpongeBob SquarePants	
Army Men Op. Green		Sports Illust. Football	
Atlantis: The Lost Empire	B = 0 2	Spyro: Season of Ice	
Back Track		Star Wars Jedi P. Battles	
Batman Vengeance		Street Fighter 2 Revival	
Bomberman Tourn.		Super Bust A Move	
Boxing Fever		Super Dodgeball Adv.	
Breath of Fire		Super Mario Advance	
Breath of Fire 2		Super Mario Advance 2	
Broken Sword 1	C = 0 3	T = 2 0	
Castlevania: C of Moon		Tales of Tohunga	
Chu Chu Rocket		Tekken Advance	
Crash Bandicoot XS	D = 0 4	Tetris Worlds	
Dark Arena		Tom & Jerry: Magic Ring	
Dexter's Laboratory		Tony Hawk's Pro Skater 2	
Donald Duck Advance		Tony Hawk's Pro Skater 3	
Doom		W = 2 3	
Driven	E = 0 5		
Earthworm Jim			
Ecks vs Sever			
ESPN Final Round 2002			
ET The Extraterrestrial			

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TO MOVE BACK ONE MENU SELECTION



Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. Please put any comments and questions in writing to Interactive Telecom Ltd, 8 Grants Walk, PL25 5AA, or email: custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000

TIPS,
CHEATS &
WALKTHROUGHS

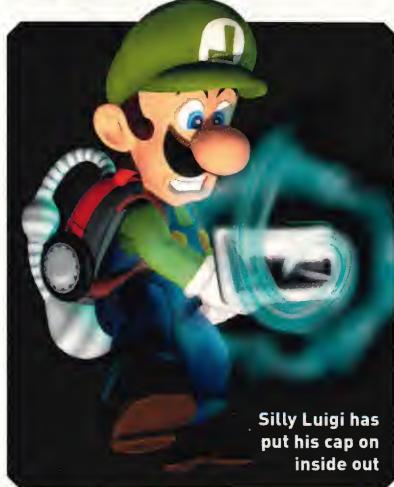
The GameCube has only just arrived, but the launch titles have already got players squealing for help. And after hearing about the 'Cube's £129.99 launch price, we decided to give some games shops a call to see if they'd heard the good news.

LUIGI'S MANSION

Q I've found a strange plant in The Boneyard location. It grew when I first watered it and now it won't get any bigger. Does it do anything?

**Max Garson,
Waterford**

Did you know? According to historical records, Waterford was founded in the year 853 and was originally called Cuan na Grioth which means 'The Harbour of the Sun'.



Silly Luigi has put his cap on inside out

A The Boneyard plant is only important if you're trying to get loads of money and a high grade when you finish the game. Water the plant when you first see it then feed it again after every boss battle to make it grow. You'll eventually get a valuable gem worth 20,000,000 G for your trouble.

Local games store

**■ Teleport Computers
■ Tel: 051 870256**

George's Court, Waterford

As soon as we mentioned GameCube we were given the full low-down on the launch date and price. The staff were pleasant and helpful. 9/10

TONY HAWK'S PRO SKATER 3

Q I'm playing the Career mode as Tony Hawk and I've just got to the Cruise Ship level. However, I can't Invert the high wires. Can you help me do this?

**Darren Winborne,
Derry**

Did you know? Derry derives its name from the Irish 'Doire Calgach' meaning 'Oak Grove of Calgach'. Calgach was an ancient Irish warrior.

A This is a tricky one but the answer is so simple that you'll want to kick yourself once you hear it. The only way to do an Invert on the cables is if you jump up from the side of the empty pool holding **□** and **Y** to Invert as you get high enough. To get the height you need do a Fastplant by tapping **△** twice just before you jump.

Local Game Store

**■ Electronics Boutique
■ Tel: 0287 032 8207**

Kingsgate Street, Coleraine

The shop failed to answer the phone on our first attempt but we got through soon afterwards. They told us the GameCube was dropping to around £140. 7/10



Even trips to the pool are hazardous

STAR WARS ROGUE SQUADRON II

Q In the Imperial Academy Heist mission I managed to steal the Imperial Shuttle but then I just got trashed because the ship's so slow. Is there a special route I should take?

**Ben Yorkley,
Canterbury**

A Did you know? Medieval writer Geoffrey Chaucer, a man credited with helping to structure the English language, came from the city of Canterbury.

There's no special route. Instead you should prepare a safe passage before stealing the Shuttle, but you have to be quick. Take out as many grounded TIE Fighters as you can when you enter the area before they take off. Also, blast the four gun turrets around the Shuttle's landing pad.

Local Games Store

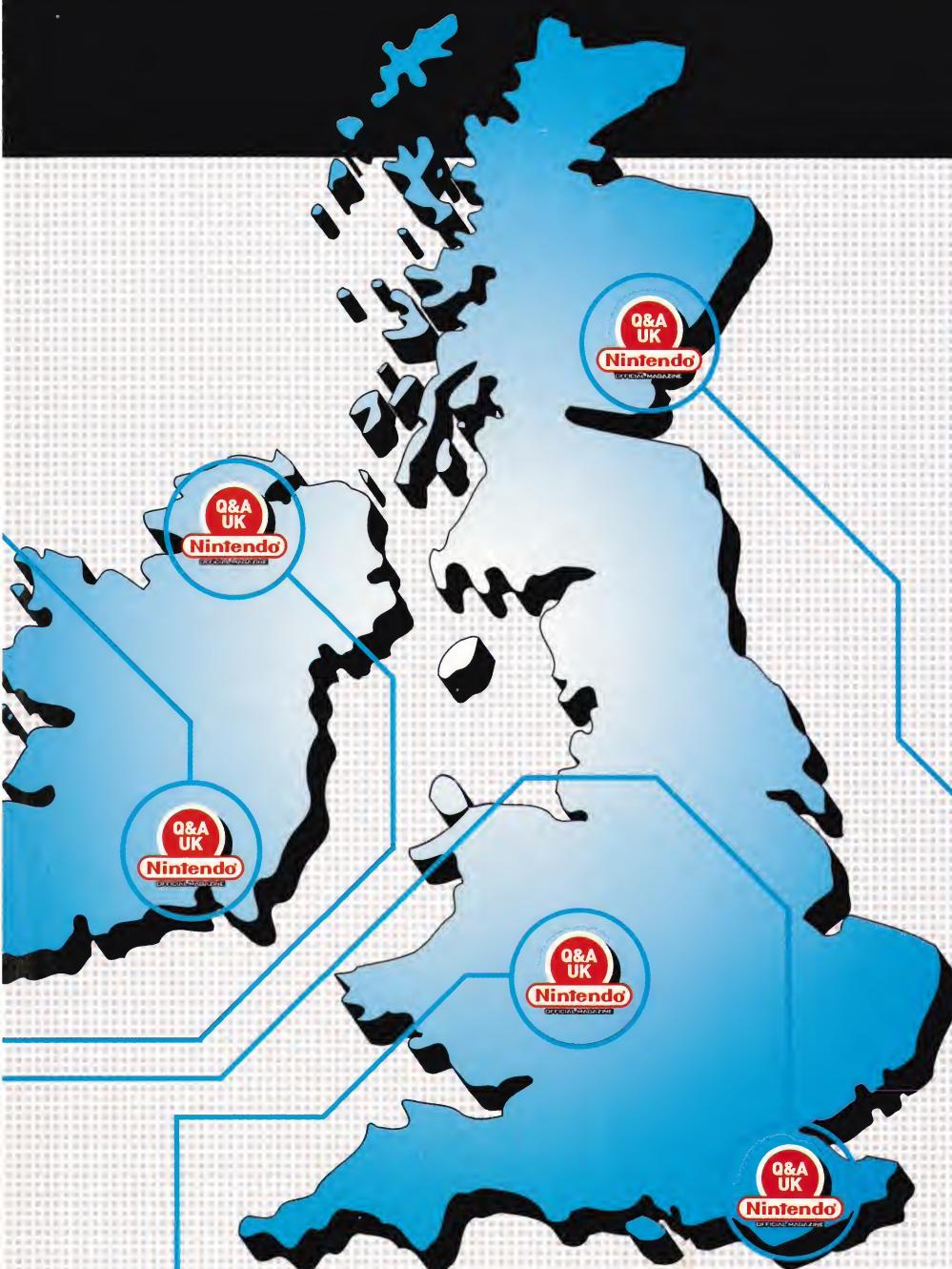
**■ Lee's Entertainment Centre
■ Tel: 01227 451444**

44a High Street, Canterbury, Kent

The staff knew about the GameCube price drop but told us that they might not be able to get enough consoles at launch because of allocation problems. 6/10



Luke is still having trouble finding TIE Fighters to battle



SUPER MONKEY BALL

Q Just when I thought I'd mastered the art of monkey manipulation I've got completely stuck on Floor 39 of the Expert difficulty setting. Do you have an easy tactic?

**Kelly Wildes,
Wolverhampton**

Did you Know? In 2000 the population of Wolverhampton was estimated to be



240,500. However, this figure is likely to be much higher now.

A The platforms sway so you have to follow their pattern while staying on one side of the floor, rather than moving from left to right. Start by rolling right as the first platform moves right then, as you start to fall, roll to the next platform as it sways right and go with it. Repeat this until you reach the end.

Local Games Store

■ Computer Crazy
■ Tel: 01902 847485

30 Pendeford Mill Lane,
Bilbrook, Wolverhampton

The staff were quick to answer and extremely knowledgeable, with lots of interesting information. The sort of service we expect. 9/10

GOLDEN SUN

Q I'm not that far into the game but I've got stuck. Can you help me get to the entrance of Sol Sanctum? I've been wandering around for ages.

**Christian Keffer,
Dundee**

Balmoral Castle was first purchased by Prince Albert in 1852 for Queen Victoria and it has since become the Royal Family's Scottish home.



A This is easy but not immediately obvious. Head north until you find a small stone building where the Weary Wanderers hang out. Now go left of the building where you'll be stopped and told that the pathway ahead is forbidden. Don't listen, though. Wait until the guard goes to the right of the building then sneak past and you're in!

Local Games Store

■ Game Tek
■ Tel: 01382 206645

83 King Street,
Dundee DD1 2JY

The staff had heard a rumour about the price drop but they weren't sure if it was true or not. They said that the launch price was £170, but that we might get it for £150 if we're lucky. 6/10

WRITE IN, WIN PRIZES!

There's nothing more frustrating than being stuck in a game. If a Nintendo adventure has you puzzled or you can't defeat a beastly boss, share your problem with us. If your letter is printed you'll receive a package of prizes from Gamester.



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108



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108**US & JAPAN NEWS**

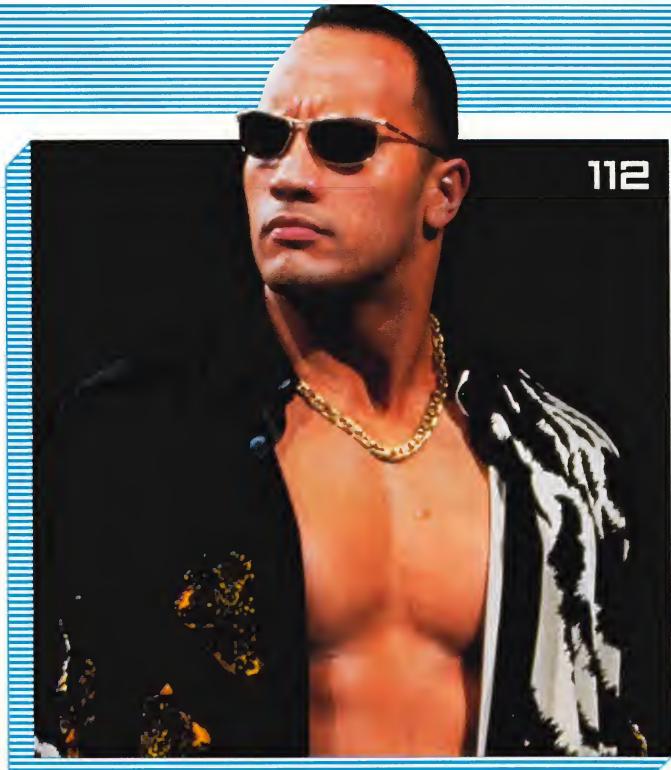
The latest Nintendo gaming news from around the world.

110**CUBE CLUB**

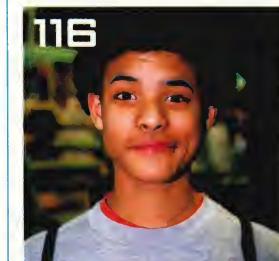
Special report from Nintendo's exclusive Cube Club nights.

112**WWF**

All the hottest WWF news, from when it's on TV to The Rock's no show at Smackdown! Plus three new wrestler profiles, including Chris Benoit and Jeff Hardy.



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**114****GAME INSANE**

Can our fearless staff writer learn to dunk like a pro?

116**WHAT DO YOU THINK ABOUT GAMECUBE'S NEW £130 PRICE?**

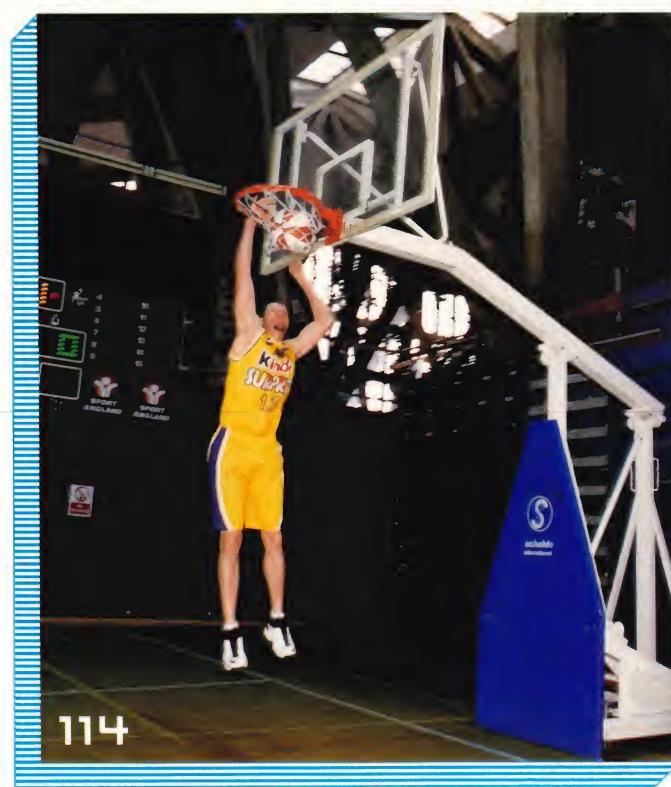
What you thought about the GameCube price crash.

124**NINTENDO GADGETS**

Everything for gaming excellence is tested.

126**WIN COOL STUFF**

Sonic collectibles, MP3 player, portable screens, all to win.



114



From bizarre, game-related crimes in Japan to prestigious awards in the United States, we've got all the hottest US and Japanese Nintendo news covered...

US AND JAPAN NEWS



Eternal Darkness film compo

After receiving more than 500 unsolicited movie scripts for the soon-to-be-released *Eternal Darkness*, Nintendo of America has decided to set up a competition to produce a five minute film inspired by the game.

The winner will walk away with a cool \$20,000 and have their film posted on www.eternaldarknessfilms.com. The short listed films will be available to view on the site from 24 May to 4 July.



Nintendo wins awards

In America, the Academy of Interactive Arts and Sciences awards ceremony is generally accepted as the gaming world's equivalent of the Oscars, and every year the judges gather to honour the best titles.

This year Nintendo did particularly well, winning three awards. *Pikmin* won the award for Innovation in Console Gaming, *Mario Party 3* won Children's Title of the Year and *Advance Wars* scooped the prize for Hand Held Game of the Year.



Mr. Driller for GBA and 'Cube

Namco's cult arcade puzzle game, *Mr. Driller*, is GameCube and Game Boy Advance bound, with an autumn release in Japan looking likely.

The title will take advantage of GameCube/Game Boy Advance connectivity, although Namco are tight-lipped about how this will work in the game.

We do know that the new *Mr. Driller* games won't be out-and-out puzzlers like previous titles in the colourful series. Instead, Namco describe the games as being like *Theme Park* mixed with traditional *Mr. Driller* gameplay.



Japanese GameCube chart

Super Smash Bros. Melee may be at number three, but it's still the only GameCube title to sell over a million copies in Japan. Here's the top five...

1 BIOHAZARD (RESIDENT EVIL)

(Total sales so far: 156,921)

2 ANIMAL FOREST

(Total sales so far: 421,815)

3 SUPER SMASH BROS. MELEE

(Total sales so far: 1,060,940)

4 DOSHIN THE GIANT

(Total sales so far: 92,670)

5 BATTLE HOUSHIN

(Total sales so far: 26,126)

Results from 8 April to 14 April (Dengeki magazine)



Biohazard has stormed the Japanese sales charts



Video games behind kidnapping?

One of the strangest stories to emerge from Japan this month features a man who kidnapped a woman, keeping her locked-up for over two weeks before finally setting her free.

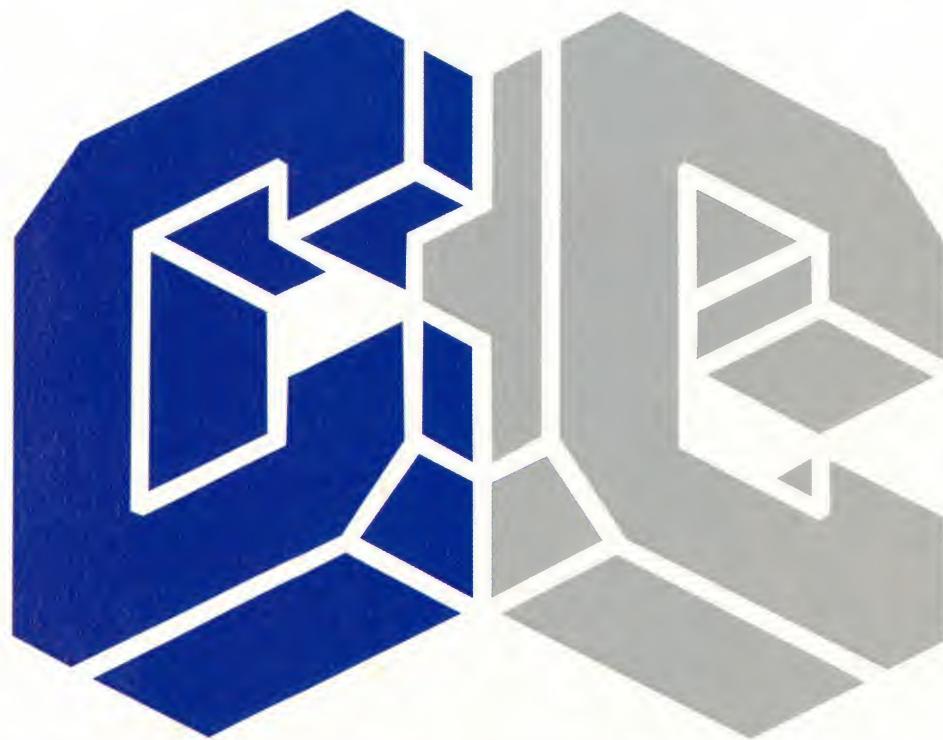
Bizarrely, the police think that the crime may have been inspired by the man's obsession with video games. It appears that the kidnapper was a fan of certain ultra-violent titles, and on searching his home the police found 30 video games which they plan to study and use as possible motivation for his deranged actions. He probably wasn't a *Pikmin* fan.



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CUBECLUB

Throughout the month of April, Nintendo took its new GameCube console on the road to show UK gamers why its next generation machine rocks. Here's what happened...

During the run-up to GameCube's European launch on 3 May, you couldn't turn on the television or read a magazine without seeing an advert relating to Nintendo's new console, and one of the company's most successful promotions was the Cube Club.

Touring the length and breadth of the country, the Cube Club events took place in some of the biggest nightclubs in the United Kingdom including Klub Ikon in Newcastle, Infinity in Manchester and The Boilerhouse in London.

Each Cube Club event featured more than 50 GameCube pods which were showcasing top titles such as *Super Smash Bros. Melee*, *Luigi's Mansion*, *Eternal Darkness* and *Rogue Squadron II*, along with music from some of the country's best DJs including Mr. C (of *The Shamen* fame), Tom Novy and Paul Richards.

Aside from the music and games, visitors also had the chance to try the Wave Race Rider, a bucking bronco-style ride which took passengers on a simulated jet ski race. There was even the chance to have your head digitally photographed six times using the unique Photo Cube.

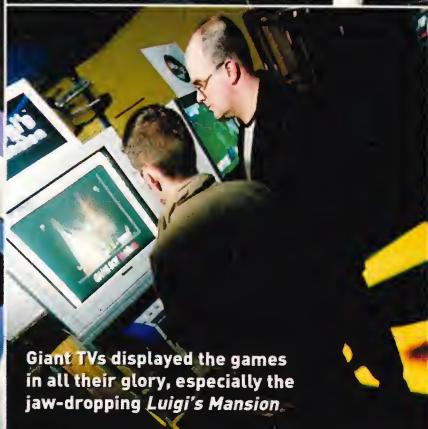


The first event took place in Newcastle and then moved on to Glasgow, Manchester, Birmingham and London

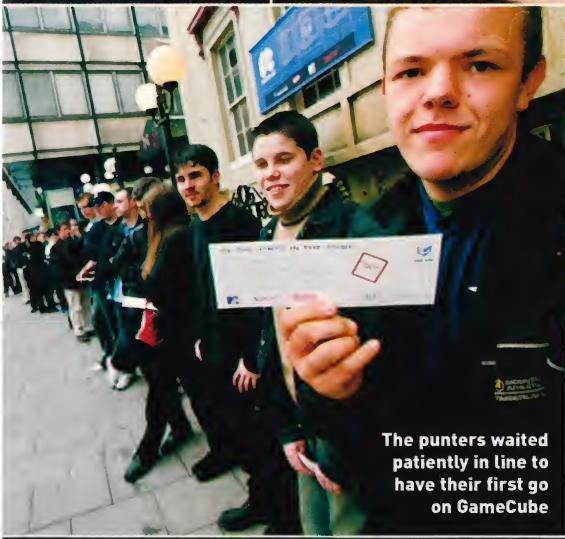
The Cube Club events took place in some of the biggest nightclubs in the country, such as The Boilerhouse in London.

The Wave Race Rider was extremely popular, though not everyone stayed on for long!

Many of the punters NOM met loved *Super Smash Bros. Melee*



Giant TVs displayed the games in all their glory, especially the jaw-dropping *Luigi's Mansion*





Get the inside knowledge on everything that's happening in the World Wrestling Federation.

Rock out 'til June

The Peoples' Champion will be absent from *WWF Smackdown!* shows until June, due to promotional commitments for his latest movie *The Scorpion King*.

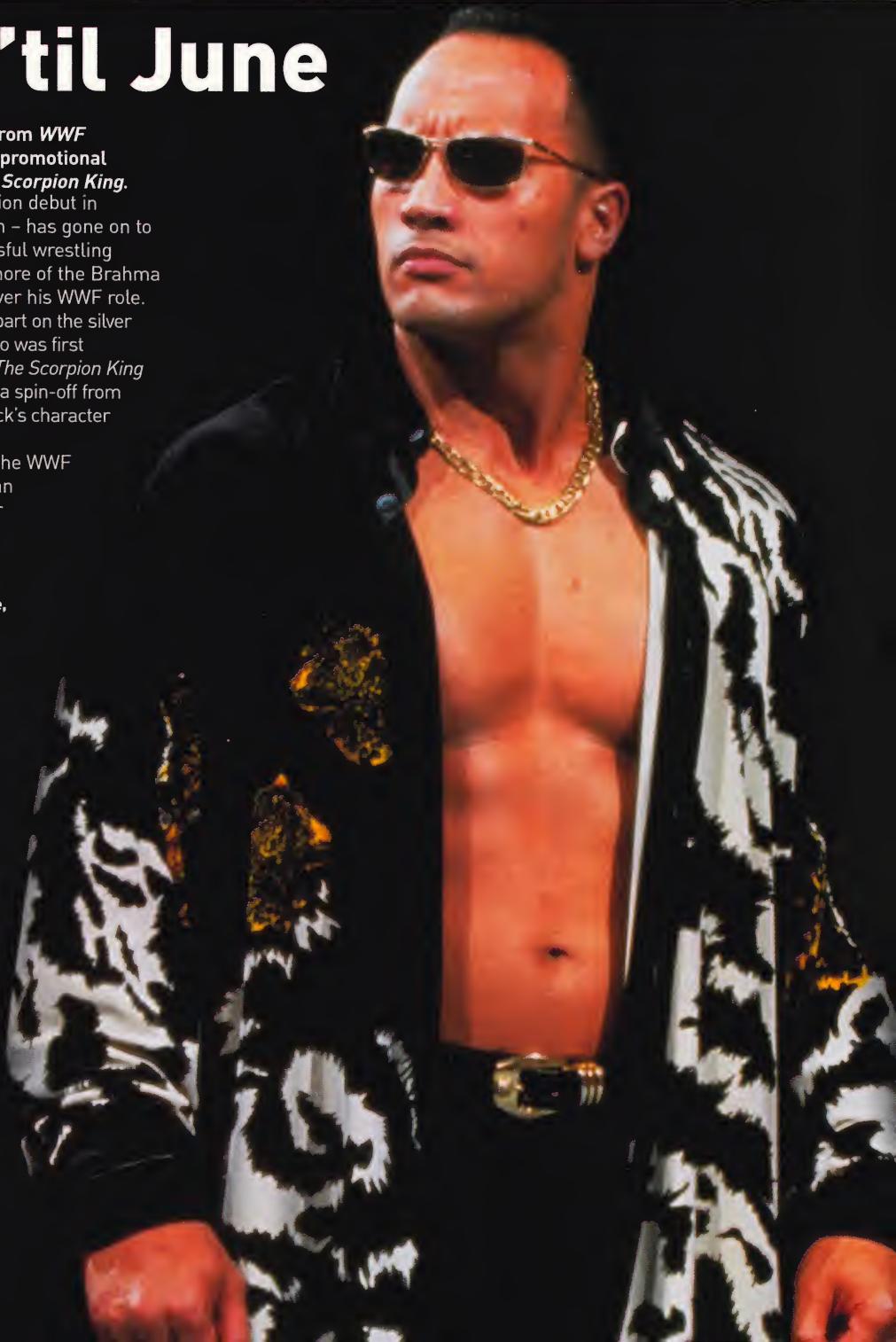
Since making his World Wrestling Federation debut in 1996, The Rock – real name Dwayne Johnson – has gone on to become one of the most popular and successful wrestling stars ever, but fans will have to wait to see more of the Brahma Bull as his movie career takes precedence over his WWF role.

The Scorpion King is The Rock's first major part on the silver screen and the film is based on a character who was first introduced in *The Mummy Returns*. However, *The Scorpion King* is no ordinary prequel or sequel, but is instead a spin-off from *The Mummy* franchise which tells how The Rock's character became the first ruler of Egypt.

Rest assured that The Rock will return to the WWF once his promotional stint is over, and you can guarantee that by that time we'll be ready for another smell of what The Rock is cookin'.

The Scorpion King is in cinemas now.

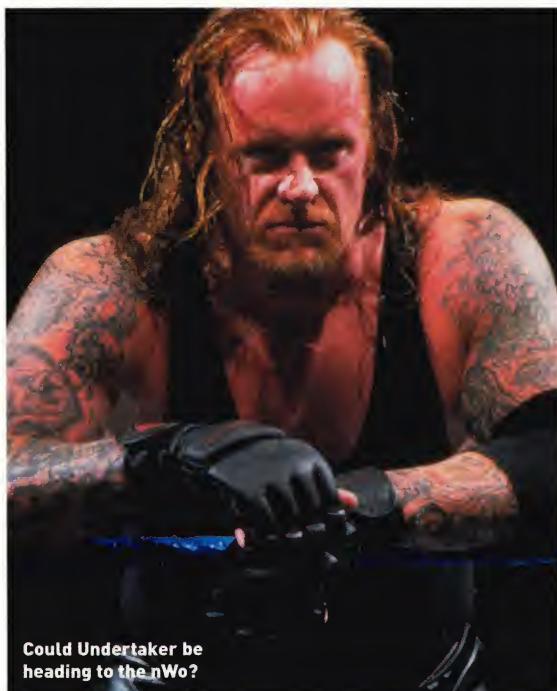
***The Scorpion King* is The Rock's first major movie role, but he'll soon return to WWF battles**



Undertaker to join nWo?

Rumours circulating on the Internet suggest that either Undertaker or Triple H could be the replacement for Hulk Hogan in the nWo.

Undertaker would seem like a more sensible choice as it's unlikely that the undisputed champion, Triple H, would be drafted into an established organisation. But as this is the crazy World Wrestling Federation circus, anything is possible. We'll keep you posted on developments as soon as they come in.



Could Undertaker be heading to the nWo?

SHOW TIMES

Keep up to date on developments in the World Wrestling Federation by tuning in to Sky Television.

Fridays	Sky Sports	10pm	Raw
Saturdays	Sky One	11am	<i>Smackdown!</i>
	Sky One	1pm	<i>Livewire</i>
Sundays	Sky One	11am	<i>Metal15</i>
	Sky One	12pm	<i>Superstars</i>
	Sky Sports 1	10pm	<i>Excess</i>

SKY SPORTS

SKY ONE

sky

WWF PROFILES

Chris Jericho

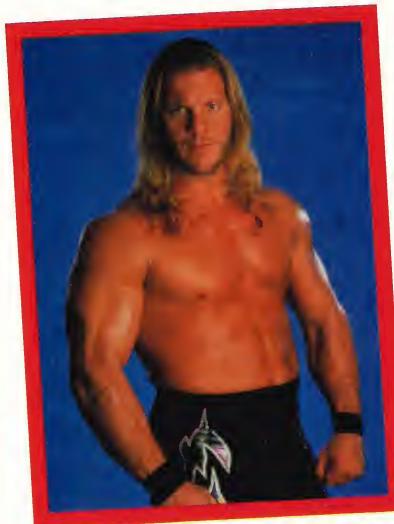
From: Winnipeg, Canada

Height: 6' 0"

Weight: 231 lbs

Finishing move:
The Walls of Jericho

Real name:
Christopher Irvine



Jeff Hardy

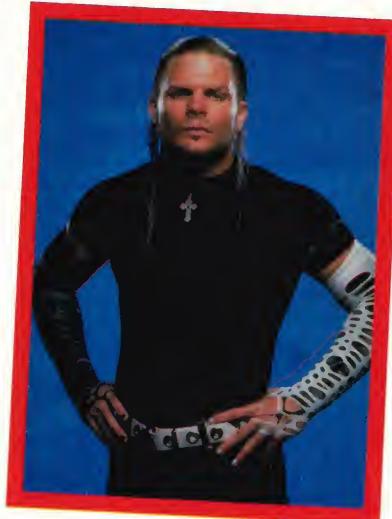
From: Cameron, NC

Height: 6' 2"

Weight: 212 lbs

Finishing move:
Swanton Bomb

Real name:
Jeffrey Nero Hardy



Chris Benoit

From: Edmonton, Canada

Height: 5'10"

Weight: 220 lbs

Finishing move:
Crossface

Real name:
Chris Benoit





GAME INSANE

Slam dunk like Kobe

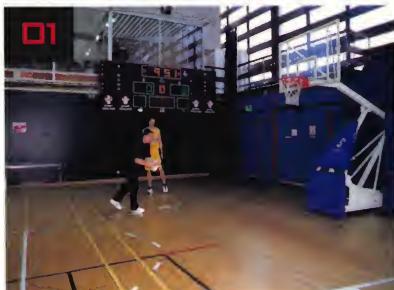
Trying to prove that you don't need to be as tall as a house to pull off this classic move, *NOM* sent Dom to meet the Kinder London Towers team to get some pointers.

Ted Allen was on hand to demonstrate a slam dunk. Originally from Colorado, Ted is 208cm tall and this is his first season with the Towers. He already has a rich pedigree, having been on the books with the New York Knicks.



THIS IS HOW WE DO IT!

Dom played basketball for his school and was confident that he could surprise a few people. But after a demonstration on a regulation 10' high basket, he soon changed his mind.

**NOM**

Dom eyes up the basket, bouncing the ball confidently between his hands. Once Dom is psyched and ready for action he starts his run down the court, heading quickly and purposefully towards the hoop. Steady now, Dom!

**NOM**

Dom grasps the basketball tightly and sets himself up for the mother of all slam dunks. Leaping gazelle-like from the court, Dom aims his hands towards the basket. You should have been there – it was just like poetry in motion.

**NOM**

With power, confidence and surprising grace, Dom slams the basketball firmly into the hoop, hanging onto the rim for extra effect. The basketball slides through the net in a textbook fashion. Nice one, Dom.

**NOM**

All that's left for the **NOM** scribe is to land on the floor without breaking a leg. Dom manages to land without injury, but there's no stopping him now. The rest of the afternoon saw **NOM**'s faithful staff writer dunking like a pro.

IT LOOKS SO EASY!

Kobe Bryant has been playing in the NBA for years, but the digital Kobe in *NBA Courtside 2002* is better than the real thing as he's quicker and more deadly around the basket.

**KOBE**

To perform a slam dunk you'll first need to charge towards the basket at full speed. To do this you must hold down the **A** button on your GameCube controller to get the adrenaline flowing and make Kobe speed along the basketball court.

**KOBE**

The **A** button on the GameCube controller makes your player shoot. If you don't get close enough to the rim you'll perform a simple jump shot or fade away, so make sure you get right under the net before taking a shot.

**KOBE**

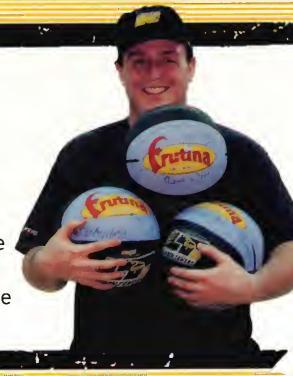
Once in the air the game takes control. Varying the angle at which you attack the basket will alter the way your character dunks. Kobe has gone for the flash 'hang onto the rim, spread your legs' move which Dom couldn't manage.

**KOBE**

Is Kobe Bryant going to land safely? Is grass green? This guy's probably been playing basketball since he could walk, so landing after he scores isn't a problem. After he hits the court again the frantic sporting action continues.

UP FOR GRABS

To win a London Towers' hat, signed balls and tickets to a home game, write your name on a postcard, mark it 'Game Insane NBA' and send it to the usual **NOM** address.



OUR THANKS

Thanks to Phil Gray, Mee Jin and Ted Allen. For more info on the Kinder London Towers, call 0208 776 7755 or visit <http://www.london-towers.co.uk>



YOUR SAY



GAME

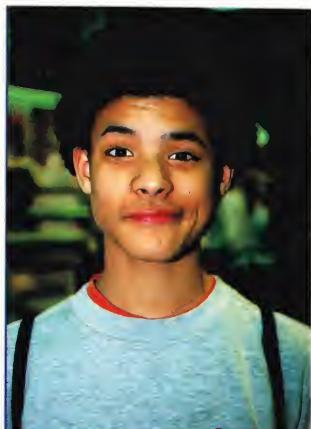
Nintendo surprised everyone by lowering the price of the GameCube to £130. We headed to our local GAME store and asked...

'WHAT DO YOU THINK ABOUT GC FOR £130?'



Johnny Bird

"It's good because the price of the Xbox has also dropped. £130 is reasonable as it's not much more expensive than a PSOne, making GameCube the most competitive."



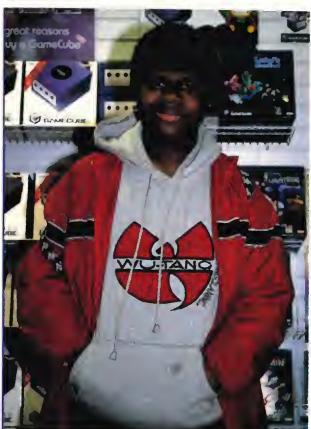
Heze Kiah

"The price drop is great because you'll be able to get a much better console for less money. Nintendo's sales will also rocket because the console's made for young people."



Sage Eda

"£130? I'm not so crazy about that. In fact, I have no idea what you're talking about. I don't think I'll buy one because I know nothing about the GameCube."



Kevin Osei

"Nintendo needs better fighting games because the N64 only had *Killer Instinct* and other rubbish. The 'Cube will be better as it's got *Soul Calibur* and *Bloody Roar*."



Daniel Blake

"£130 is much better than £170 and it costs a lot less than the PlayStation 2 when that first came out. The price may persuade me to get one when I get paid."



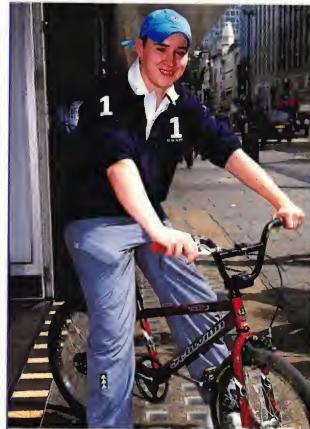
Ben Trundley

"Nintendo may as well drop the price another £30 and make it £100! That'd be fair and everyone would buy it. Perhaps Nintendo will do that before Christmas."



Manuel Silva

"I'm probably going to get a GameCube now. One of my mates has one and he's just bought *Resident Evil*; he says it's the nuts! £130 is definitely a good price."



Chris Smith

"I think it's good. I haven't bought a console in ages but the cost is still much the same as a Super NES. The price would sway me if I was thinking of getting one."



David Simmonds

"I hear that the Xbox isn't doing well. The new GameCube price is good for Nintendo fans and I think that it'll make a big difference to how many consoles are sold."



Jon Carroll

"£130 is a brilliant price. If it was my birthday I'd definitely get one. I had a go on *Luigi's Mansion* and it was pretty good fun and the graphics were amazing."



Yan Hudson

"£130 is good but I'm not thinking of getting one. I've already got a Nintendo 64, PSOne, PS2 and a computer, so I'm pretty much stocked-up on games machines."



Nicholas Boyer

"It's an amazing price. I thought £170 was good, but £129... that's fantastic. But what are the games retailers going to think? They're greedy bunch of people, you know."



Kenneth Makinson

"I'm considering pre-ordering a GameCube as I've always been a Nintendo fan. I had a Super NES, an N64 and now I'm looking forward to getting the latest console."



Fola Olakunbi

"When Nintendo released the Game Boy Advance I expected the GameCube controller to be a GBA. £130 is a very good price for a new console, though."



Laurence Green

"How much? That's quite cheap, less expensive than I thought. I imagined it would be more expensive than that. I might think about getting one at that price."



Zaheer Omar

"It's great value for money for a new console, considering the price of a PS2 and Xbox. It should sell well because there are some good games for it."



Lars Olsen

"I didn't know anything about the price of GameCube but £130 is good. That's quite cheap, actually. I'm not getting one at the moment because I haven't tried it."



Lisa Buckley

"£130 is pretty good, an attractive price. It's certainly much better than £170. The only thing I've heard is that there won't be many available around launch time."



K.C.

"I've just bought a PS2 so I'll have to wait a while before I get a GameCube. I think it's the right price because Microsoft has dropped the price of its Xbox."



Reuben Mack

"I think it's good. I was standing there just now considering whether to buy one or not, but now it's £129 I want one! It's a good price and it's swayed me."

Winner Stays On

Many games have passed through *Nintendo Official Magazine*'s offices over the last few weeks, but is *ISS2* still glued into our GameCube?



1st
ISS2
The World Cup's nearly here and Konami's *ISS2* is still holding the top spot.



4th
Luigi's Mansion
Luigi's quest is a little easy and so it's fallen a couple of places to number four.



9th
NBA Courtside 2002
Nintendo's basketball sim is so good that it's knocked *NBA Street* out of the chart.

NOM's Top Ten Games

TITLE	PUBLISHER	LAST MONTH
1 ISS2	KONAMI	1
2 SUPER SMASH BROS. MELEE	NINTENDO	NE
3 STAR WARS ROGUE LEADER: ROGUE SQUADRON II	ACTIVISION	3
4 LUIGI'S MANSION	NINTENDO	2
5 SUPER MARIO ADVANCE 2	NINTENDO	4
6 EXTREME-G 3	ACCLAIM	NE
7 GOLDEN SUN	NINTENDO	NE
8 WAVE RACE: BLUE STORM	NINTENDO	6
9 NBA COURTSIDE 2002	NINTENDO	NE
10 THE SIMPSONS ROAD RAGE	ELECTRONIC ARTS	NE



2nd
Super Smash Bros. Melee
The best beat 'em up around, but can it knock *ISS2* off the top spot next issue?



6th
Extreme-G 3
Super fast bikes scream into the Winner Stays On chart. But can it stand the pace?



10th
The Simpsons Road Rage
It's funny to hear *The Simpsons* characters, but it won't be here next month.

COMING UP

Meet four titles we think will be big on the Winner Stays On chart over the next few months...



Pikmin
No one has a gaming imagination like Shigeru Miyamoto and his masterpiece, *Pikmin*, is due for release on 14 June. We'll be reviewing the game next issue, and you can expect this strategy puzzler to be riding high in the charts this summer.



2002 FIFA World Cup
When you next read *Nintendo Official Magazine* the entire planet will be gripped by World Cup fever, and you can bet your bottom dollar that *2002 FIFA World Cup* will be glued into our GameCube. This game will be in the charts all summer.



Eternal Darkness: Sanity's Requiem
Did our Big Scoop last month whet your appetite? If so, you'll be pleased to know that this titanic battle against The Ancients is expected to arrive some time during the summer. We'll keep you posted on a launch date.



Sabre Wulf
Rare is still staying tight-lipped about a release date for its forthcoming Game Boy Advance adventure. But from what we've seen so far of this colourful quest, *Sabre Wulf* should be a classic and even better than the ZX Spectrum original.

NOM'S TOP



SPORTS SIMS

Every month we'll be taking a look at the best five titles from a gaming genre, even at releases which don't make it into the final Winner Stays On (WSO) Top Ten.



ISS2

Best WSO chart position: 1

Why is it so good?

The *ISS* series has been at the top of its game since the Super NES originals. The latest version features some of the best Artificial Intelligence and play controls ever invented for a football game. If you haven't bought a copy, where have you been...?



TONY HAWK'S PRO SKATER 3

Best WSO chart position: 5

Why is it so good?

Even if skateboarding isn't your thing, this game is still perfect pick-up-and-play fodder. Mastering combo tricks is essential and the fact that Darth Maul and Wolverine are hidden characters will make this last for weeks.



WAVE RACE: BLUE STORM

Best WSO chart position: 6

Why is it so good?

Wave Race is rock hard on later levels and features one of the best multiplayer modes on the GameCube, making it well worth £40. If you've got mates who are still unsure about GameCube, just show them the water effects and that will convince them.



NBA COURTSIDE 2002

Best WSO chart position: 9

Why is it so good?

It's hard to decide which GameCube basketball sim is best, especially as *NBA Street* and *NBA Courtside 2002* are such great games. However, as *NBA Courtside 2002* features a ground-breaking control system which hasn't been used before, it takes fourth position.



NHL HITZ 20-02

Best WSO chart position: 9

Why is it so good?

The final game this month is Midway's over-the-top ice hockey title *NHL Hitz 20-02*. This sim may only have spent a week in the Top Ten and scored a disappointing seven out of ten in *Nintendo Official Magazine*, but it's still worth a quick two-player mash up.

GBA SALES CHART

You've been buying Game Boy Advance titles in droves. Here are this month's best sellers...

GAME

TITLE	PUBLISHER
01 <i>Super Mario Advance 2</i>	Nintendo
02 <i>Crash Bandicoot XS</i>	Vivendi
03 <i>Wolfenstein 3D</i>	Bam!
04 <i>Jackie Chan Adventures</i>	Activision
05 <i>The Scorpion King</i>	Vivendi
06 <i>Golden Sun</i>	Nintendo
07 <i>Mario Kart: Super Circuit</i>	Nintendo
08 <i>Tekken Advance</i>	Infogrames
09 <i>Tony Hawk's Pro Skater 3</i>	Activision
10 <i>Monsters, Inc.</i>	THQ

E5 OFF

any Game Boy Advance game

For more information on Nintendo products at GAME, point your browser at www.game.uk.com

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(3) This voucher is not recoverable and not exchangeable for cash.

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(5) This voucher cannot be redeemed against a pre-owned purchase.

(6) This offer may be withdrawn at any time without prior notice.

(7) Valid against any one product over £30.

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(9) The voucher is valid until 13 June 2002.

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GAME



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AND GAME BOY ADVANCE TITLES ON YOUR HIGH STREET.



TNT: GOLD - 10/10
Gaming perfection



TNT: MUST BUY - 9/10
Almost perfect

BURNOUT

If you've seen *The Fast and the Furious* you'll have a head start when it comes to this electrifying GameCube racer.

Tear through the city streets of Europe and the United States and challenge three other boy racers who are all hell-bent on sending you crashing into oncoming traffic.

Forget the Highway Code and throw caution to the wind by using your driving talents to increase the Burnout gauge which can then be unleashed to trigger a massive speed boost. But watch out for the traffic as one false move will cause a spectacular crash that will be replayed from every angle.



■ Driving down the wrong side of the road is the best way to fill your Burnout gauge



■ Don't worry about road signs as there are no rules in the crazy world of Burnout

BEST MOMENT

Jousting with a rival motors and nudging them into passing lorries is by far the game's most exciting and exhilarating moment. The fading sounds of metal-against-metal are also extremely satisfying.



■ Cause trouble on the road for fun and profit in *Burnout* on Nintendo's GameCube

CRASH BANDICOOT XS

One of the PlayStation's biggest stars makes his Game Boy Advance debut in one of the best handheld platformers to date.

Guide Crash through this colourful quest, using Spin Attacks and his Super Body Slam to defeat Cortex's mad creations and find a route to the hidden crystals which will return planet Earth to its normal size.

What makes *Crash Bandicoot XS* better than most Game Boy Advance platformers is the mixture of pseudo-3D worlds and 2D side scrolling levels, making for extremely special and lush visuals.

BEST MOMENT

Jump on a polar bear's back and try to escape a bigger beast's cave which is crawling with killer penguins and electrified fences. As you might expect, this task is much harder to complete than it sounds.



Crash's GBA game is one of the best

TONY HAWK'S PRO SKATER 3

If it's in the game, you can grind it. That's the deal in the latest simulation in the *Tony Hawk's Pro Skater* series.

Using the game's improved balance meter you'll be stringing together combos with ease and meeting each level's objectives, all to the rocking sounds of Motorhead and Xzibit. Where else can you trigger an earthquake in Los Angeles or stop pickpockets at the airport using skateboard stunts?

Long term fun includes two player head-to-head modes and the chance to create your own 'boarder and skate park. Money well spent, we'd say.

BEST MOMENT

How about unlocking Darth Maul or even X-Man Wolverine and getting them to try out a skateboard? Both these characters are hidden in the game.



The controls make tricking dead easy



FAVOUR

DETAILS

1 Player **3 Blocks**

Score: **9/10**

Price: **£39.99**

LOG ON

<http://www.lucasarts.com>



■ The graphics in this GameCube space blaster are truly incredible

STAR WARS ROGUE LEADER: ROGUE SQUADRON II

The worlds of the original *Star Wars* trilogy come alive in this exclusive GameCube blaster where you take control of Luke Skywalker and his fearless Rogue Squadron.

Lead your team of wingmen across 11 sci-fi missions against the heinous Galactic Empire, from the Death Star trench run to the Battle of Endor.

Take the controls of five different Star Wars craft, including the infamous X-Wing and save the galaxy.



All the classic *Star Wars* ships appear in this space blaster

BEST MOMENT

The best level in *Star Wars Rogue Leader: Rogue Squadron II* is right at the start when you get to take on the mighty TIE Fighters and Darth Vader in the Death Star trench run.

Blasting gun turrets on the Death Star's surface is one thing, but when you have to squeeze through tight gaps in the narrow trench and brake hard to defeat deadly TIE Fighters, this is one of the most tense and atmospheric shooting games around.



■ Tackle the trench run in the cockpit camera view for an exciting experience

NOM VERDICTS

■ Tim "If you're looking for a level which takes your breath away, the trench run takes some beating."

■ Rich "An enjoyable and totally immersive *Star Wars* experience."

■ Dom "This is the killer title that the GameCube needs to be successful."

■ Mike J "The best looking *Star Wars* title ever, even if it's a little short."

RUMOURS BUSTED

Is it true there are three secret levels locked away in *Rogue Squadron II*?

Martin Grainger, Chafford Hundred, Essex

Five bonus stages await you in *Star Wars Rogue Leader: Rogue Squadron II*; Death Star Escape, The Asteroid Field, The Triumph of the Empire, Revenge on Yavin and Endurance.

■ Have you heard a rumour about *Star Wars Rogue Leader: Rogue Squadron II* which you want us to confirm? E-mail us at dominic.wint@emap.com and we'll get on the case.

Nintendo Gadgets

The GameCube is a great piece of kit but there's always room for interesting gadgets to improve your gaming experience. This month we sneak a peek at a new pad, some more handy cables and get an exclusive look at the Joytech portable GameCube screen.

The two speakers produce clean stereo sound. They also feature a unique SRS Surround sound option which, when activated, makes the audio richer, clearer and deeper. It's surprising how good these miniature speakers sound.

On the side of the unit you'll find four headphone sockets. These jacks are great for keeping the noise down when playing manic four player games, but getting four people huddled around the tiny screen won't be easy.

The whole screen clips conveniently onto the top of the GameCube and folds down when not in use. The TFT screen and the GameCube share the same power lead and you'll also be able to get a car adapter that'll power both units from a motor's lighter socket.

GAMECUBE 5.6 TFT MONITOR PREVIEW

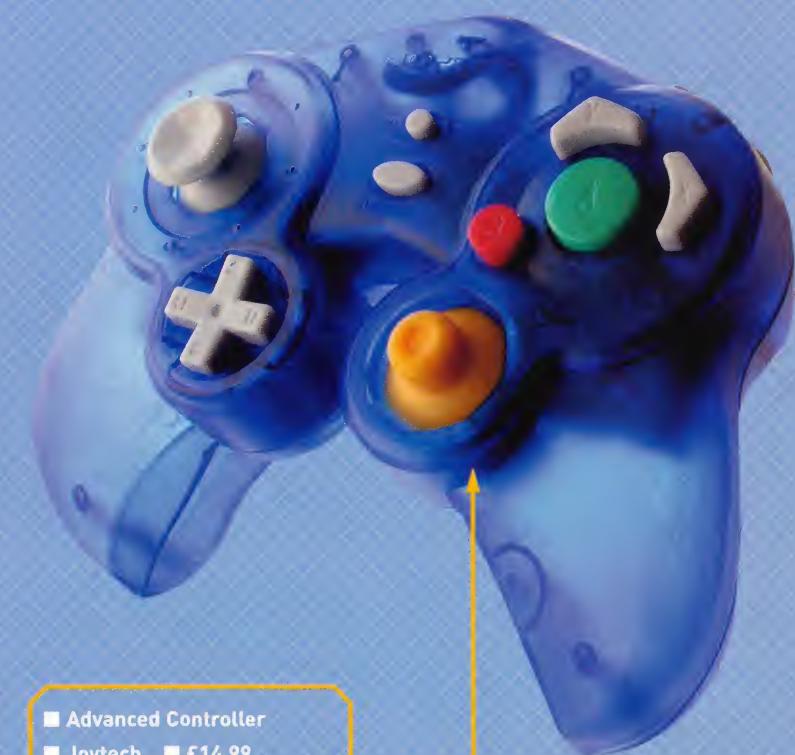
■ Joytech ■ £99.99

Cast your eyes on the Joytech GameCube 5.6 TFT Monitor. This is the second portable screen to hit the market, hot on the heels of Interact's Mobile Monitor 5.4 which was reviewed last issue. This brilliant gadget clips onto the top of a GameCube, turning your awesome home console into a portable games machine. Boring car journeys will now be a thing of the past, thank goodness.

The screen itself is a high quality 5.6 inch back-lit TFT monitor. Without getting too technical, TFT technology ensures a super sharp picture, even when the action on screen is moving at a fast pace. LCD screens tend to blur, but there's no fuzziness here.

On the face of the portable GameCube screen are two sliding controls which allow you to adjust the brightness and speaker volume to your preferred level. There's also a small switch in the centre which turns the SRS Surround sound feature on and off.





■ Advanced Controller
■ Joytech ■ £14.99

Verdict: The **Z** button is easier to press than the one on the official pad, but we find the 3D Stick a little too sensitive. Also features a switch which allows you to turn off the vibration. The most comfortable third party pad so far. **8/10**

■ Game wallet and cases ■ Logic 3 ■ £4.99

Verdict: For a fiver you can get a pack of four cases. Each case holds four discs, or for the same price you can get the wallet which holds 12 discs. Both of these storage solutions are more compact and convenient than large DVD-style cases. **8/10**



GAMECUBE LEADS

The GameCube extension leads from Interact and Joytech can be used to increase the length of your controller cable so that you can play games while sitting further away from your television.

- 6ft extension lead
- Interact
- £4.99



- 2m extension lead
- Joytech
- £5.99



- Auto RF Switch Cable
- Joytech
- £9.99

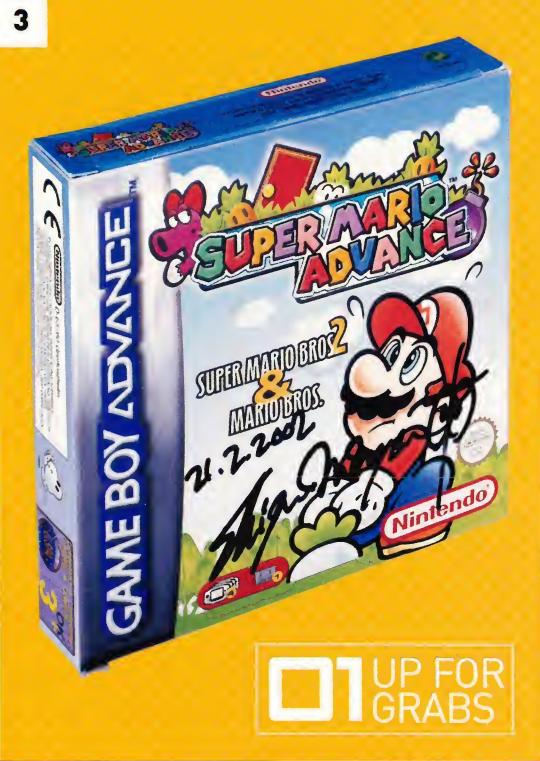


- RGB Scart Cable
- Joytech
- £9.99



win all this cool stuff

Once again we've got a plethora of cool stuff to win. To be in with a chance phone **0905 053 110** then add the number of the competition to the end. So for example, if you want to enter the Alton Towers competition, dial **0905 053 1106**. Answer the question, leave your name and daytime phone number and we'll call you on 24 May if you win. Don't forget to ask permission from whoever pays the phone bill first..



01 UP FOR GRABS

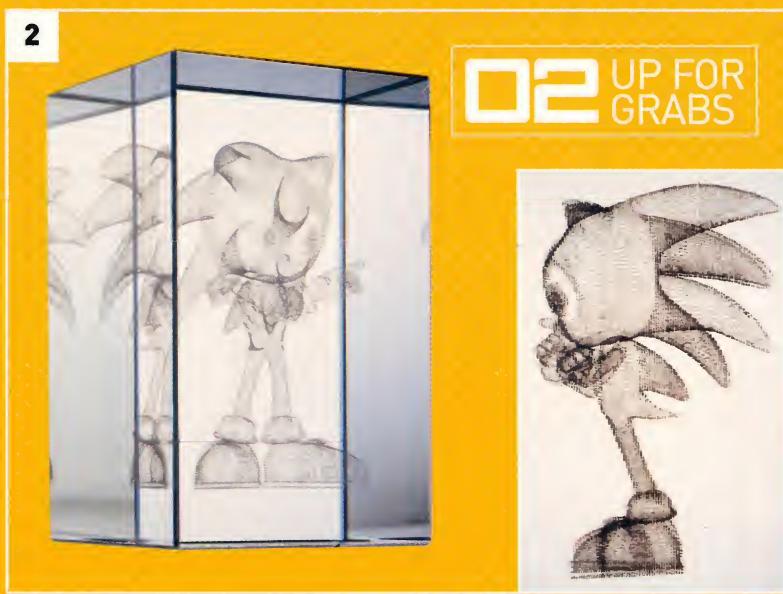


1. Joystick Junkies T-shirts

Joystick Junkies is an organisation dedicated to the world of video games. As well as running monthly parties celebrating retro and modern gaming, it also produces a cool clothing collection where all the designs are inspired by classic games. Check out the web site at www.joystickjunkies.com for info. We've got ten T-shirts to give away, in two fetching designs.

Which legendary arcade title has recently received a GameCube update?

- a. SpyHunter
- b. BearHunter
- c. DeerHunter



2. 10th anniversary Sonic collectibles

It's hard to believe that Sega's blue hedgehog is ten years old. To mark his birthday, Sega has produced a limited run of Sonic glass cubes. Inside the cubes you'll find an amazing 3D Sonic model which is made from fibre-optics. We've got two Sonic cubes to give away – complete with a copy of *Sonic Adventure 2 Battle* – and a further eight copies of the GameCube quest. To win, try and answer this question:

Sonic's adversary in *Sonic Adventure 2 Battle* is called...?

- a. Dr. Eggman
- b. Dr. Legman
- c. Dr. Headman

4



□ 1 UP FOR GRABS

5



□ 1 UP FOR GRABS

JOYTECH
THE INNOVATION IS INSIDE

3. Miyamoto-signed Super Mario Advance

To celebrate the recent release of *Super Mario Advance 2* we've got a copy of the first GBA game signed by none other than living Nintendo legend, Shigeru Miyamoto. Needless to say this prize is extremely collectible and much sought after. To stake your claim to this top give away, answer this simple Nintendo question:

Miyamoto's latest game, *Pikmin*, stars a spaceman. But what is the little fella called?

- a Captain Ondar
- b Captain Omar
- c Captain Olimar

5. Joytech GameCube mobile screen

Boasting a high resolution five-and-a-half inch screen, Joytech's mobile GameCube screen is amongst the best on the market, and at under £100 it's definitely the cheapest. The screen comes with four headphone jacks, a car adapter and SRS for rich, clear audio. To stand a chance of winning the screen or one of three runner up packs which include a Joytech joypad and memory card, answer this question:

How many headphone jacks does this screen have?

- a Four
- b Three
- c Two

4. Batman II MP3 player

The Batman II is an MP3 player which uses mini CDs that cost just 99p and are capable of holding over three hours of music, all delivered with 480 seconds of anti-shock protection. The Batman II uses a PC and CD rewriter to record, allowing you to use both downloaded tracks and your CD collection. Check out www.beatman.co.uk for more info. To win a Batman II and starter pack, answer this:

In music, what does the term B.P.M. stand for?

- a Beat Performance Monitor
- b Backwards Piano Machine
- c Beats Per Minute

6. Family tickets to Alton Towers

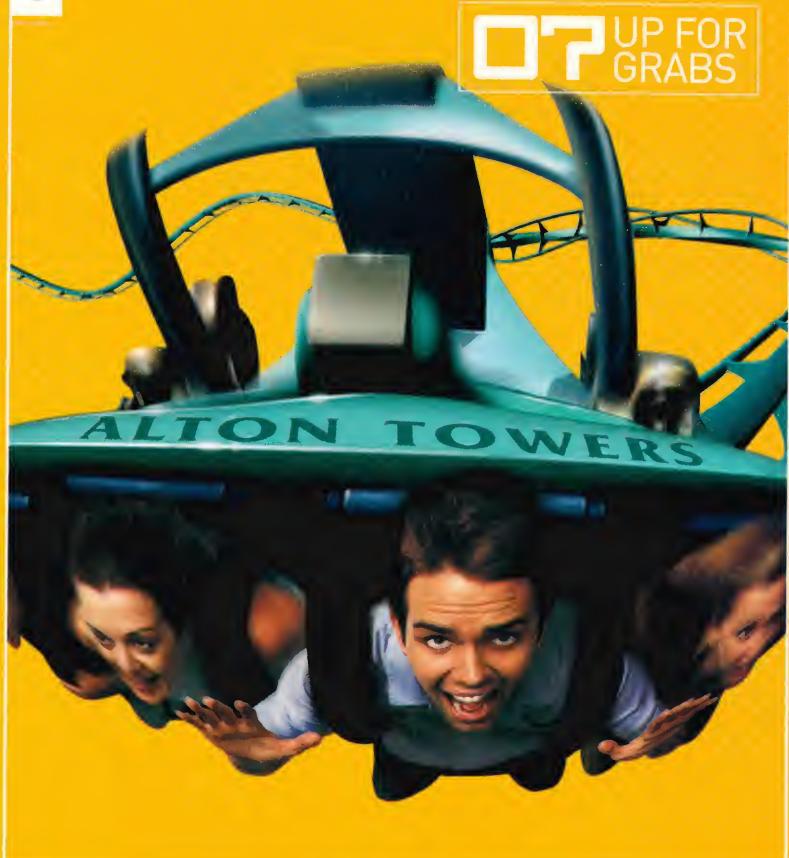
With summer just around the corner you might feel like getting out and about, and where better to go than Alton Towers, the UK's number one theme park? We've got seven family tickets to give away, allowing four people to experience Alton Towers' range of attractions including the brand new Air ride which, for the first time, gives adrenaline junkies the sensation of flying. To win, answer this question:

In which county is Alton

Towers built?

- a Yorkshire
- b Staffordshire
- c Lancashire

6



□ 1 UP FOR GRABS

You can also send your entries by post. Please write the competition number clearly at the top of the envelope or postcard. If, for example, you're entering the Batman II competition, write to: **Competition 4, Nintendo Official Magazine, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.**



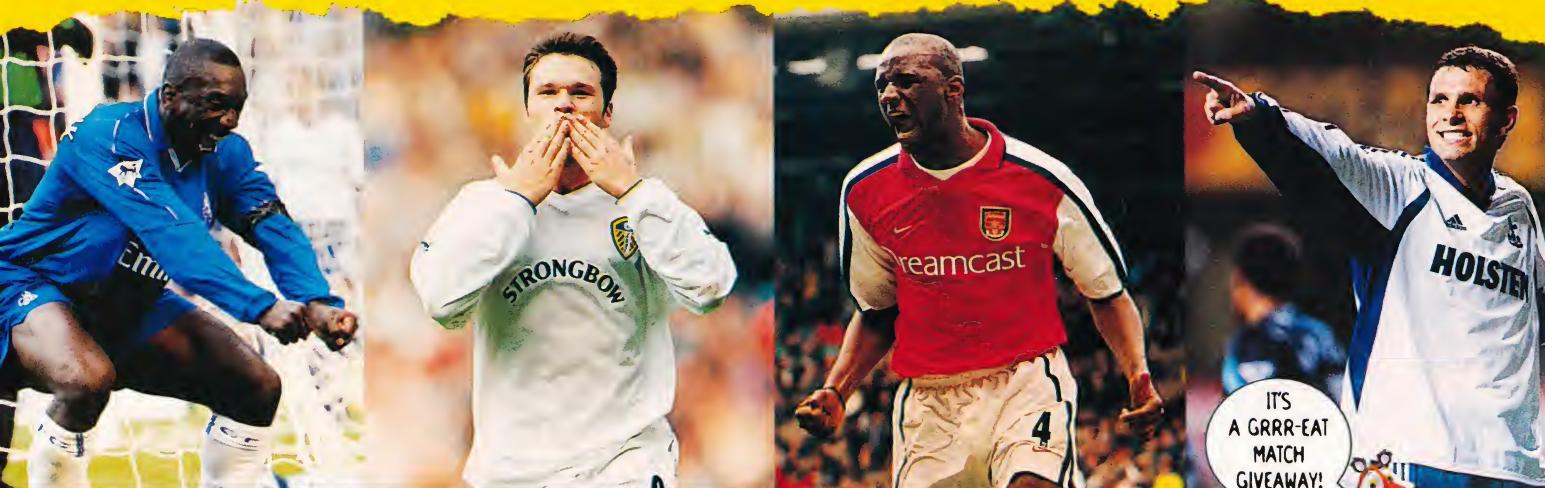


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Gamecube STAR WARS BONUS PACK £216.99

Includes Console, one Official Controller, one Logic 3 controller, one Logic 3 Memory Card & Star Wars: Rogue Leader game

All packs include a Scart Lead

(requires Scart compatible television)

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